Galactic Civilizations II

Dread Lords

Gold Edition

Includes

Dark Avatar

Expansion

User Manual

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I. Introduction

Welcome to Galactic Civilizations, a turn-based strategy game in which you take on the role of leader of an interstellar civilization. As ruler, you must decide how to spend your limited resources. Do you build a great military? Research new technologies? Enhance your diplomatic skills? Create a great trading empire? Expand your cultural influence? These choices and more will face you as you match wits against alien civilizations making the same choices.

You can choose from ten civilizations, each with its own unique strengths and weaknesses. Or, if you prefer, you can design your own from scratch.

Once you have chosen which civilization to lead, you will start with a homeworld, a colony ship, and a survey ship. Your colony ship can be used to colonize new worlds to expand your population, influence, and military might. Every planet in the galaxy is unique but some are better than others. Making sure your civilization has the best planets is the key to your success.

Our Story So Far…

The year is 2225. 50 years ago, Humans invented a technology called Hyperdrive that allowed ships to travel great distances into the galaxy. Setting out, they found themselves in a race among the major galactic civilizations to explore, colonize, and ultimately conquer the galaxy.

This is their story.

System Requirements

To play Galactic Civilizations II you will need at least:

- 1000 MHz Pentium III or AMD equivalent processor
- 256 MB of total system memory
- A 32 MB video card with hardware T&L (nVidia GeForce 2 or ATI Radeon 7500 or better) DirectX 9.0c compatible video card
- CD-ROM drive (if running the retail version)
- 2 GB of free hard disk space

We *recommend* that you have:

- 2.2 GHz Intel Pentium 4 or AMD equivalent processor
- 512 MB of total system memory
- 128 MB video card with DirectX 9.0c support (most modern video cards that are not integrated into the system board)
- 2 GB of free hard disk space

Windows 98, ME, 2000, XP, or Windows Vista are necessary to run this game.

Installing the Game

If you are running the retail version, place the CD into the drive and the Galactic Civilizations II LaunchPad will be displayed. Choose “Install Game” to run the installer. You will be asked where to install and then the files will be copied onto your hard disk drive.

Getting Updates

Visit http://www.galciv2.com to get updates or use the included Stardock Central program to receive the latest version. You will need your unique serial number in order to obtain these updates. Once registered your serial cannot be transferred to another user.

Starting a New Game

When you are ready to play the game, double-click on the Galactic Civilizations II icon. This will bring up the Galactic Civilizations II LaunchPad. Your options will be:

- **Play the Game:** Start a new game of the active chapter.
- **Manual:** Read the online version of the documentation.
- **Update Game:** Get the latest version of the game.
- **Update Serial:** If you mistyped the serial number while installing you can update it here.
- **Set Active Chapter:** Allows you to set the active chapter between Dread Lords (original) and Dark Avatar (expanded).
- **Exit**

Press the **Play the Game** option and the game will load. The introductory video will then play and you will soon be presented with these options:

- **New Game:** To start a new game in “sand box” mode.
- **Continue Game:** To continue your last game.
- **Load Game:** To load a saved game.
- **Campaign:** To play the story-driven campaign for the active chapter.
- **Metaverse:** To play a sandbox game with a defined set of rules in which scores can be submitted online.
- **Options:** To change video and other game settings.
- **Tutorials:** Video tutorials on how to play the game.
- **Credits:** Who’s responsible for this thing?
- **Quit**

Restoring a Saved Game

If you had a game in progress that you saved (or was automatically saved) you can return to it by loading the saved game. You can select **Continue Game** to load the last game you played.

Playing a Game on the Metaverse

The Metaverse allows players to compete against one another indirectly online. It uses a protected set of data files (i.e., no mods) so that all players are using the same rules. When a game is finished, players can optionally submit their scores.

To use the Metaverse, players must use their Stardock.net account. If you haven't created one, the game will take you to a page where you can create an account for free. This account can be used to receive updates to the game (with your serial number), get free additional content, participate on the forums, and manage your in-game characters.

Once you have logged on, you can create your characters. You will need your serial number to create a character. Once created, you can then play normal stand-alone games and submit your scores when you've finished.

The Campaign

Galactic Civilizations II: Gold Edition includes two campaigns that help players get used to the Galactic Civilizations II universe and touches on the game's backstory.

Campaign: The Dread Lords
The Dread Lords were an ancient and powerful civilization that was once on the brink of conquering the galaxy and vanquishing their opponents, the Arnor. Just as they were about to conquer the last Arnorian homeworld, both the Dread Lords and the Arnor vanished.

Thousands of years later, ten younger civilizations (including the Humans and their archrivals, the Drengin Empire) began to expand into the galaxy. There they found traces of the two ancient Precursor civilizations.

As these ten new civilizations claimed the galaxy, tensions mounted. An interstellar war unfolded between the Human-led Coalition, which included the Altarians, Torians, and Arceans, and the Drengin Alliance, which included the Drengin Empire, the Yor, the Drath, and the Thalan. Two civilizations, the Korx and the Iconians, remained neutral.

But as they will soon learn, there are far worse things in the universe than each other…

Campaign: The Dark Avatar
The galaxy is on fire. The evil Drengin Empire reigns supreme and now must decide what to do with the vanquished.

Within the Drengin Empire there is dissent on the question of what to do with their victory. Should they annihilate the surviving, sub-Drengin species, or should they enslave them to bring greater glory to Drengi? This disagreement has become an outright civil war.

As leader of the Drengin Empire's military forces, you must stop the genocidal Korath clan from taking control of Drengi and prevent the extermination of all sentient life in the galaxy in order to make it safe for your oppression.

II. The Basics

This section will guide you through the basics necessary to play Galactic Civilizations II.

Creating a New Galaxy

When you start a new game you will need to set up the galaxy in terms of size, who you are playing as, and who you are going to go up against.

Galaxy Setup

The Galaxy Setup screen is your first set of choices for what sort of game you'd like to play.

Figure 1: Design your own galaxy

Galaxy Size: The galaxy size determines how many sectors are in the galaxy.

Description	Dimension	Total Sectors
Tiny	3x3	9
Small	4x4	16
Medium	5x5	25
Large	8x8	64
Huge	12x12	144
Gigantic	18x18	324

Scenario: The Normal setting will proceed with the default victory conditions. Otherwise, you can choose from among various scenarios in this drop down menu. The text for each scenario details the specific rules and victory conditions that will apply. Note that some settings will be disabled if you choose to play a scenario.

Galaxy Settings: This is where you customize how your specific galaxy is to be generated:

- **Habitable Planets:** This determines what percentage of the planets in the galaxy can be colonized.
- **Number of Planets:** This determines how many planets there are per sector.
- **Number of Stars:** This determines the number of stars there are per sector.
- **Number of Asteroids (Dark Avatar):** This determines how many tiles in the galaxy will have an asteroid field in it.
- **Star Density:** This determines the layout of the stars. Tight clusters means that stars are in small groups with lots of space between groups. Loose clusters is similar except that there's less space between the next group. Scattered just means they're random.
- **Anomalies:** This determines the number of special objects in the galaxy. When your survey ship comes into contact with an anomaly, a random result occurs.
- **Technology Rate:** This is an important setting. With this you can set how you can pace the game. If you want a really epic long game, set the technology rate to slow. If you feel like you're hitting the turn button a lot waiting for things to happen, boost the technology rate forward.

Victory Conditions: This where you define what victory conditions are allowable.

- **Research:** When enabled, players can win the game by researching the "Technology Victory" technology.
- **Alliance:** When this is enabled, players can win the game by allying with all remaining players.
- **Influence:** When this is enabled, players can win the game by controlling 75% of the galaxy.
- **Allow Surrenders:** Alien opponents controlled by the computer will often surrender if they feel their situation is hopeless. You can take away this ability if you choose.

Game Options: These are additional options that we have added based on player suggestions.

- **Disable Tech Trading:** Some players felt that the alien players were too aggressive in trading technology with one another. Turning this on will prevent any technology trading in the game.
- **Blind Exploration:** Enabling this option means that players cannot see on the mini-map the sphere of influence of different players. In effect, when enabled, players won't see where other players are located.
- **Mega Events (Dark Avatar):** When enabled, mega events are allowed. These are events that are intentionally designed to destabilize the game.
- **Super Abilities (Dark Avatar):** If you want to play a game in which players don't have any of their special "super abilities" you can do that as well.

Pick Your Civilization

Which civilization do you want to be the leader of? There are 12 to choose from with a custom race to boot.

Figure 2: Pick which civilization you want to play as.

The civilizations are:

- **The Terran Alliance:** The Humans. Or at least, humans from a United Earth in the 23rd century. They are the diplomats; the negotiators.
- **The Drengin Empire:** They are not, to put it politely, diplomats. They'll gladly have you over for dinner as long as you are the main course.
- **The Altarian Resistance:** The Altarians are not Humans, though they are genetically very similar. They are doggedly ethical, but not terribly tolerant of other points of view.
- **The Arcean Empire:** These guys are very, very tough. Very honorable, but not very interested in aligning with anyone. They are the main rival to the Drengin Empire for galactic domination.
- **The Torian Confederation:** For thousands of years they were enslaved by the Drengin Empire, but having thrown off Drengin oppression in the pre-hyperdrive era, they now have the problem of the Drengin Empire being able to send massive fleets to their world. They are very erratic.
- **The Yor:** As sentient artificial life-forms, the Yor are unique. They were created by the Iconians to help serve an ancient race known as the Precursors. The Yor have grown to detest all organic life-forms and are very dangerous.
- **The Dominion of the Korx:** These guys will sell their own mothers to you. Or they would if they hadn't already sold her to the guy who came before you.
- **The Drath Legion:** The Drath were a sentient race that developed on the same planet as the Altarians. But long ago, for reasons we don't know, they left Altaria after nearly becoming extinct due to constant warfare with the Altarians. Ironically, ethically, they are very similar to the Altarians. They'd probably get along fine now if it weren't for that whole near wiping them out thing.
- **The Thalan:** The Thalan have come from another dimension to keep the Humans from destroying the universe. Why they think the Humans are going to wipe out creation hasn't been explained and their PR people haven't returned our calls.
- **The Iconian Refuge:** The Iconians are the ones who created the Yor. Unfortunately, they must not have had any science fiction stories on their world because if they had, they would have known that the Yor would have risen up to wipe them out. The Iconians managed to flee and have only recently returned to the stars.
- **The Korath Clan (Dark Avatar):** The Korath are actually ruined Drengin. If, a Drengin can truly be "ruined" that is. The Drengin are merely evil, the Korath are evil maniacs. According to extensive interviews, the difference can be summed up as follows: The Drengin and Korath would both want to eat you. The difference is that the Korath would want to eat you while you're still alive.
- **The Krynn Consulate (Dark Avatar):** The Krynn are the new Jihad. As the galaxy becomes more unstable, this enigmatic race has been able to build increasing followings based on their doctrine of ruthless adherence to a strict moral code.

Each civilization has its own racial bonuses and default technologies. On top of that, each civilization receives points that they can use to add to those bonuses.

Customizing Your Race

Players can customize what their race looks like and what its logo is by pressing the direction buttons underneath the image.

Figure 3: You can customize how your civilization looks as well as what abilities it has.

There are also six tabs in which you can potentially customize your civilization. If you choose one of the included civilizations, only four of those tabs are active.

Now, you might ask, “Why should you bother to use a built-in civilization when you could just create your own custom civilization?” The answer is that the included civilizations are stronger in certain areas than any custom civilization can be made. Depending on your strategy, you may want to use a built-in civilization or create your own.

***Tip**: Remember to choose a unique color for your civilization. There are 16.8 million colors to choose from!*

Racial Abilities
Each race has different abilities and you can choose your own if you design a custom race. The abilities include:

- *Courage* gives a bonus to the attack value of your ships when you're fighting against an opponent who has a higher score than you. The degree of the advantage is based on how far ahead your opponent is.
- *Creativity* will lead to your race randomly discovering technologies from time to time.
- *Defense* improves your ships' rating for all three types of defenses.
- *Diplomacy* adds to your diplomatic advantage when dealing with other civilizations.
- *Economics* adds a bonus to your tax revenue.
- *Espionage* adds to the effectiveness of your espionage spending.
- *Hit Points* adds to the hit points of all your ships.
- *Influence* adds a bonus to the production of Influence Points on each of your colonies.
- *Loyalty* reduces the amount of other civilizations' influence applied to your colonies, thereby reducing the chance that they'll rebel.
- *Luck* is a mysterious under-the-hood advantage that can help you at various points throughout the game. It can improve the chances of a critical hit in combat or reduce the odds of getting a negative random event.
- *Military Production* adds to the number of shields you produce on each colony, which are used to build ships.
- *Morale* adds to the morale rating for each of your colonies, making it less likely that you'll suffer the effects of low morale.
- *Planet Quality* raises the number of usable tiles available after you colonize a planet.
- *Population Growth* adds to the population growth rate on all of your planets.
- *Range* lets your ships stray farther from planets and starbases.
- *Repair* allows ships to repair themselves faster than normal.
- *Research* adds to the number of flasks you produce on each colony, which are used to research new technologies.
- *Sensors* extends the range your ships can see by a given number of parsecs.

- *Social Production* adds to the number of hammers you produce on each colony, which are used to build projects.
- *Soldiering* gives you a bonus in ground combat.
- *Speed* adds to the number of parsecs your ships can move each turn.
- *Trade* increases the amount of money you receive from trade routes with other planets.
- *Trade Routes* increases the number of trade routes your civilization can maintain.
- *Weapons* improves your ships' attack rating for all three types of weapons.

Political Parties
As the leader of a civilization, you also belong to a political party. When your party is in power in the Senate, you get their bonuses.

However, if you lose control of the Senate, you get the winning party's bonuses as negatives.

Appearance
On the Appearance tab, you can customize what color different parts of the game are and what your ships look like. You can even choose the style of ships.

Techs
If you choose to create a custom civilization you will also have points for selecting what technologies your civilization will start with.

Personality (Dark Avatar)
Custom designed players can choose what their super ability is. The rest of these options are locked out (not applicable) to the player but become available if you design an opponent.

Super Abilities (Dark Avatar)
Each civilization is really unique at doing something. The super abilities are:

- **Super Diplomat:** Is able to secure *much* better deals through negotiation than other civilizations.
- **Super Dominator:** When going to war, they receive a group of Corvette class ships. The number they receive is based on their military power.
- **Super Organizer:** When attacked, other civilizations of a similar ethical alignment will often come to their aid if they have good relations. Moreover, other civilizations of a similar alignment will rarely go to war against them.

- **Super Warrior:** When in battles, they get the first strike ability. That is, their ships attack first and if their opponent survives, only then do they return fire.
- **Super Breeder:** If their approval is 100%, their population increases at four times the normal rate.
- **Super Isolationist:** Can colonize barren worlds and no foreign ship can travel more than 3 spaces per turn in their area of influence.
- **Super Trader:** Gets all the trade techs at the start of the game and gets twice as much from trade.
- **Super Manipulator:** Is very good at getting other races to go to war with each other.
- **Super Hive:** Starts out with a significant range bonus and all factories are built in one week.
- **Super Adapter:** Starts out with aquatic and toxic world technologies.
- **Super Annihilator:** Can build a spore ship which, when used on a defenseless colony, will eliminate all population and turn it into a toxic world of the same class controlled by them.
- **Super Spy:** Gets an agent to start with and can build a Counter-Espionage Center on planets that prevents spies from being put on the planet and provides a morale boost.

Choosing Opponents

You can have up to nine opponents in a given game. The list of available opponents to choose from is on the right side.

Figure 4: Top middle part displays selected opponents. Right list box displays opponents you can add in. Note the button at the bottom that enables you to design your own opponents.

Click on an available opponent and then press the “Enable” button to add them (or double-click on them to add or remove).

Difficulty Levels
You can set the intelligence of individual players.

These difficulty levels determine how much the computer player’s economy is penalized compared to yours (or whether it gets bonuses at higher levels) as well as which artificial intelligence algorithms it gets access to.

Players can also set these things individually for each player.

Computer Intelligence	Description
Fool	Computer player's economy reduced by 90% and only simplest algorithms used.
Dunce	Computer player's economy reduced by 75% and only simplest algorithms used.
Beginner	Computer player's economy reduced by 50% and only simplest algorithms used.
Sub-Normal	Computer player's economy reduced by 30% and only simplest algorithms used.
Normal	Computer player's economy reduced by 20% and general algorithms used.
Bright	Computer player's economy reduced by 10% and advanced algorithms used.
Intelligent	Computer player's economy is the same as yours and advanced algorithms used.
Gifted	Computer player's economy gets a 5% boost and advanced algorithms used.
Genius	Computer player's economy gets a 10% boost and advanced algorithms used.
Incredible	Computer player's economy gets a 25% boost and advanced algorithms used.
Godlike	Computer player's economy gets a 50% boost and advanced algorithms used.
Ultimate	Computer player's economy gets a 100% boost and advanced algorithms used.

Individual intelligences are then added together and then turned into a general difficulty level which can be described below:

Difficulty Level	Average Computer Intelligence Level
Cakewalk	Fool
Easy	Dunce
Simple	Beginner
Beginner	Sub-Normal
Normal	Normal
Challenging	Bright
Tough	Intelligent
Painful	Gifted
Crippling	Genius
Masochistic	Incredible
Obscene	Godlike
Suicidal	Ultimate

You can also edit your opponents as well in order to really adjust their intelligence.

Editing / Creating Your Opponents

Editing your opponents is a lot like creating a custom civilization. You can change what their ships look like, what the civilization looks like, what colors they use, and more.

Figure 5: You can edit the particulars of a selected opponent here.

Choosing What Your Opponent Ships Look Like

By customizing or creating a new opponent, you can choose which style of ship they use. Each of the default civilizations has their own ship style you can choose from.

Figure 6: You can also decide what a custom opponent's ship style will look like.

If you're a modder, you can create your own ship styles (see Mods on page 75 to see what's possible).

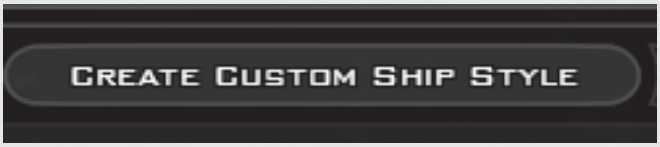


Figure 7: This button is a gateway to some really cool stuff.

If you've previously created ships and saved them as templates under a given ship style, you can even assign the computer players to use *your* designs for their ships. If you have a favorite science fiction show you'd like to see the players emulate, now is your chance.

Figure 8: Ships you've previously designed and saved as templates can then be assigned to the computer players to make use of.

The Personality of Your Alien Opponent
This last tab on the Customize Your Opponent screen is a little intimidating. It allows players to fine-tune how the computer player acts.

Figure 9: You can customize your opponents in ways never before possible in a strategy game.

The options are:

Race Behavior: This determines whose dialog and which AI personality the computer player will use. Galactic Civilizations II doesn't have "an artificial intelligence engine," it has *several* artificial intelligence engines that run in the background. Each one has its own strengths and weaknesses. Here you can choose which one it uses.

Natural Abilities: This determines which algorithms the AI can make use of. The AI attempts to simulate a lack of skill by intentionally making mistakes or by making simplistic decisions. You can choose to have it not make those mistakes by increasing its natural abilities.

For reference, the "Intelligent" setting (or higher) for the Computer Intelligence setting has the AI maximize this value.

Aggression: This determines how aggressive the computer players are. How likely are they to go to war?

Ethical Alignment: What is the default setting for the computer player? Ever wanted the Drengin to be nice and cuddly? Now is your chance.

Financial Resources: This determines how much money the computer player gets compared to you. At 100%, it is equal to you. You can set this value all the way up to receiving twice as much money. When used in conjunction with the Natural Abilities slider, you can really tailor your experience.

For example, you could have a very rich but very stupid opponent to play against, or an impoverished but intelligent opponent.

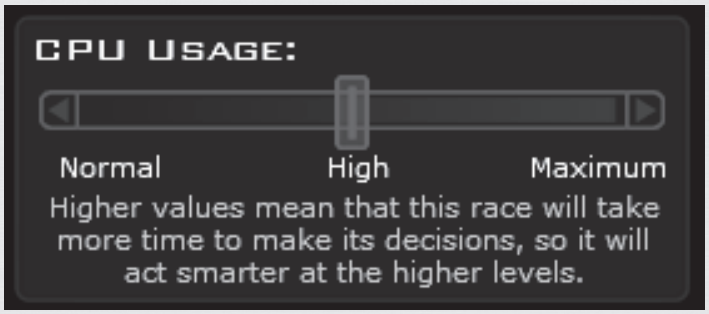

CPU USAGE:
Normal
High
Maximum
Higher values mean that this race will take more time to make its decisions, so it will act smarter at the higher levels.

Figure 10: Advanced CPU algorithms are available for users with very fast machines. These algorithms can make the AI play much more cleverly at the cost of more time between turns.

CPU Use: This setting enables players to decide how much CPU power the AI is allowed to use. The High setting allows the AI to simulate more turns into the future to project what it thinks its opponents will do. The Maximum setting allows the AI to make use of new, very intensive algorithms specially made for players looking for an intense challenge who happen to have very powerful computers.

Interacting With the Galaxy

The galaxy is composed of a number of sectors determined by the size you chose on the Galaxy Setup screen. Each sector is divided into a 15x15 grid of parsecs. Each parsec is numbered using a standard x,y notation. A parsec may contain a sun, a planet, an anomaly, a resource, a starbase, and/or ships.

Stars may be orbited by up to five planets, each rated from class 0 to class 15 (or higher when you've researched certain technologies). The greater the number, the more habitable the planet. The class also indicates the number of tiles that will be available if you colonize the planet.

In Dark Avatar, planets may also have environments such as Toxic or Heavy Gravity. A colored icon indicates whether they can be colonized. A red icon indicates that you need a specific technology to colonize them. A yellow icon indicates you can colonize but will lose half the planet's production. A green icon indicates that the world is fully habitable to your civilization.

Anomalies can be investigated by ships with a survey module, such as the survey ship that each civilization gets as its flagship when a game begins. Some anomalies will add permanent bonuses to your empires. Some might teleport your ship across the galaxy. Others will simply be useless debris.

Resources are colored polygons that give your civilization a bonus if you build starbases on them. Starbases can also be built to defend certain areas, extend a civilization's influence, and extend the range of its ships. Ships are used to explore and fight.

In Dark Avatar, asteroid fields appear in various parsecs in the galaxy as well, usually in groups of two to four. These asteroid fields can be mined and the resources then sent back to your planets. Space mining technologies can be researched to provide access to mining base upgrades that your Space Miner can construct.

The Main Screen

The main screen can be broken down into 3 primary components:

1. **The Top Border** includes the Menu button, the currently selected sector display and the current game date.
2. **The Main Map** dominates the main screen showing planets, ships, stars, etc.
3. **The Control Panel** at the bottom of the screen displays information about your civilization and the currently selected object. It also contains the controls for navigating through the user interface of Galactic Civilizations II.

The Top Border

The top border displays the Menu button which will open up the options/load saved game manager, the current sector you are viewing, and the current date.

- In Galactic Civilizations II: Dread Lords the game year starts at **2225**.
- In Galactic Civilizations II: Dark Avatar the game year starts at **2226**.

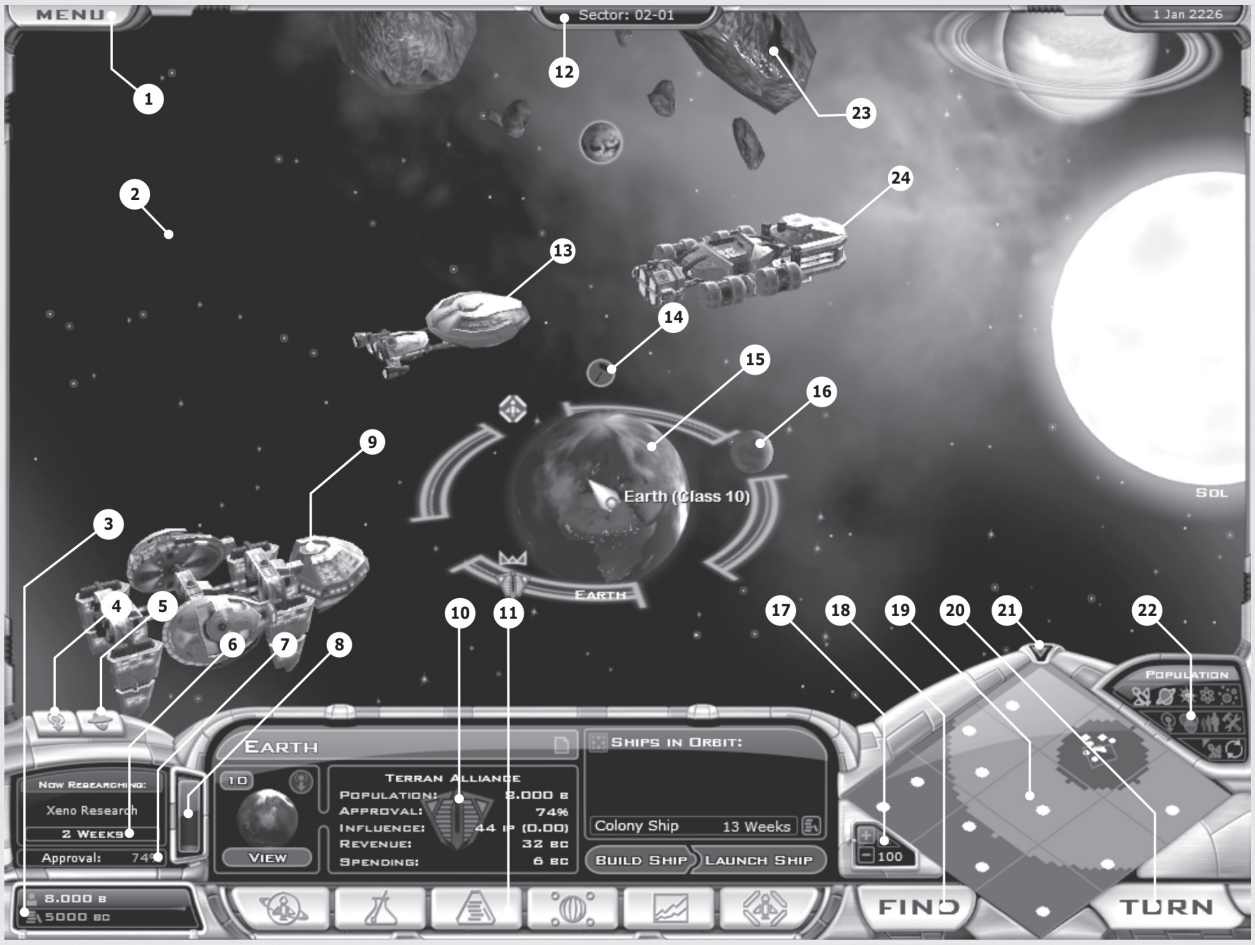
By default, players play Dark Avatar.

The Main Map

The main map is where all the action is. The things you will see on the map are:

- Planets, Colonies, and Stars
- Ships
- Anomalies
- Asteroids
- Galactic Resources

The main map is broken up into tiles called parsecs. All movement within the game is in parsecs. A ship that can move 3 parsecs per turn can move 3 tiles per turn.



Item	Description	Item	Description
1	Options Menu button	13	Survey Ship
2	Deep Space	14	Social Project Status
3	Current Treasury	15	Planet
4	Rally Point Creator	16	Moon (additional resources)
5	Agent Placer	17	Mini-Map Magnifier
6	Current Research	18	Find Next Ship With Moves
7	Your Approval Rating	19	Mini-Map
8	Galactic Power Balance	20	Turn Button
9	Colony Ship	21	Minimize Console
10	Selected Object Context Area	22	Mini-map View Buttons
11	Control Panel	23	Asteroid
12	Currently Visible Sector	24	Asteroid Miner

Background Story: The map display is not designed to reflect absolute distances but rather hyperdrive distances. In the same way that a map of the Earth becomes distorted when it is flat, the map of the galaxy becomes distorted when made flat. Hyperdrive works by folding space. The more mass that is involved in the area, the less it can fold. As a result, planets and stars are very close together to one another and other star systems are relatively close too. The actual physical distance a tile represents varies greatly. A tile in deep space may represent several light years while a tile in a solar system may only represent a hundred million miles/km.

Planets, Colonies, and Stars
When the player clicks on a planet, they can see a number in a box to the top left of the planet view in the control panel. This is the planet class. On uncolonized planets, the planet class is displayed in the description area of the control panel. In Dark Avatar, some planets require special technologies to colonize.

Class	Description
0	Unusable
1 to 3	Basically useless
4	Think Mars
5	This IS Ceti Alpha V!
6 to 8	Highly unpleasant
9	Unpleasant, like northern Michigan
10 to 14	Like Earth
15	A paradise
16 and up	Very rare, but where we hope to retire

A planet's class determines the number of useable tiles available when it becomes a colony. The more tiles a planet has, the more productive potential it has.

Above your colonies on the main map are symbols that indicate the status of your colony in a variety of ways:

Symbol	Meaning
	Colony has unused tiles and is not building
	Colony has unused tiles and is currently building social projects.
	Colony has a starport and is currently constructing a ship
	Colony has a starport but is not constructing a ship.
	Colony is in danger of defecting to another civilization
	Colony is currently defended by ships and orbit and cannot be invaded
	Colony has an enemy agent on it
	Colony's residents are very unhappy

Controlling the Main Map
Players can interact with the map through the keyboard and mouse. The mouse is used in the following ways:

- **LEFT-BUTTON CLICK:** Selects the object that the mouse is currently over.
- **RIGHT-BUTTON CLICK:** Sends the currently selected object to the location that the mouse cursor is over (if applicable).
- **MIDDLE-BUTTON CLICK:** Controls the game camera. You can also use the mouse wheel to zoom in and out on the map.

By holding the shift key down, you can select multiple objects with the mouse.

Listing planets and ships

The first button on the control panel allows players to display a list of their planets and ships.

By default, it'll display the planets. Players can sort planets by numerous criteria such as population, income, approval, spending, name, etc.

Players can see the progress of ships and planetary improvements being constructed. By clicking on those progress indicators, players can choose a different ship or project for the planet to be working on.

At the very top of this dialog are three buttons that aren't terribly easy to see. They control the overall dialog – ship list, planet list, and close.

If you click on the ship button, the display changes to show all your ships. A small go-to "x" button is by each ship which will tell that ship to fly to the currently viewed sector.

Double-clicking on a ship in the list will center the view on that vessel.

Civilization Research

The Research Screen will bring up a list of available technologies. The bottom of the screen displays the overall technology tree. Different technologies have different costs, but these aren't fixed; as you research new technologies, the cost of future technologies will increase.

When a new technology is discovered it unlocks new planetary improvements, new civilization abilities, new ships, new ship components, and so on.

On the technology tree screen, technologies are grouped together by class. There are, for instance, several classes of laser weapon technologies. Rather than displaying Laser 1, Laser 2, and so forth, they are grouped together as "Laser" weapons.

Tip: *If you have a mouse wheel button, you can zoom in and out on the technology tree with it.*

Galactic Economy

Building things costs money. That money comes from a variety of sources including:

- Tax Income
- Trade Income
- Tourism Income

Money is spent on projects ranging from:

- Military Spending
- Social Spending
- Research Spending
- Colony Maintenance
- Espionage
- Ship Maintenance
- Leases
- Bonus Production

You can control your income and spending from the Finance Management screen.

Figure 11: The Finance Management screen controls your economy.

The taxation slider determines your tax rate. The Spending slider determines what percentage of your production capacity you will use.

Spending Tip: *What you are actually doing is hiring workers. At 100% you have full employment, a remarkable though difficult to get to, achievement.*

Below the spending slider are three other sliders that determine where your workers should go. They can be assigned to labs to speed your research, to the factories to produce ships, or to the factories to improve your planets further. These sliders determine the ratio in which your workers are employed.

Tax Income

Population determines your tax income. The more population you have, the more money you receive from them at a given tax rate.

When you tax your citizens, you are taking a percentage of the income they generate. How much money they make depends on your civilization's economic ability and what planetary improvements you've constructed.

As you raise taxes, your approval rate drops. If it drops too low, you will lose control of the Senate and your citizens will leave you and your official population will drop.

Backstory Info: *Your population only counts citizens in your civilization. Your citizens may renounce their citizenship if they become unhappy enough, at which point your population will decrease. Similarly, people who are currently not citizens of your civilization may join you and give the appearance of a rapidly increasing population.*

Tourism Income
Tourism income is based on the total population of the galaxy and what percentage of the galaxy you control. For every 100 million people, 1 billion credits of tourism income is generated. Your piece of it is based on your percentage of the galaxy that is in your sphere of influence.

Trade Income
By researching “Trade” you can construct freighters which go to other planets. The further those freighters travel and the richer the source and destination planets are, the more money you receive from a trade route.

Military, Social and Research Expenses
Your workers have salaries. In addition, you have to pay for raw materials involved in building and researching things.

These expenses determine the actual costs of building ships, building new planetary improvements, and researching new technologies.

Colony Maintenance Expenses
Many planetary improvements have a maintenance cost associated with them. Each week, you are charged that amount.

Espionage Expenses
You can spend up to 25% of your tax income on producing espionage agents which can then be used to target alien improvements or to defend your own planetary improvements.

Starship Maintenance Expenses
Military ships have a maintenance cost as well that is approximately 3% of their original cost (in industrial units). That is, a ship that cost 100 IUs will take approximately 3 billion credits each week to maintain.

Bonus Production / Research Expenses
You can get bonus production from starbases and moons. A moon around a colony provides a 10% bonus to production. Starbases can have factories that increase the productivity of your factories even further.

Bonus production is separated because you are only charged for half the cost. Therefore, if you see a production bonus of 1, you are actually getting twice as much, as you’re only charged for half of it.

Espionage (Dark Avatar)

Espionage allows players to spy on other civilizations, steal technologies, and destabilize their worlds.

The way it works is that on the Finance Management screen players can set their Espionage Spending rate. Players can put up to 25% of their tax income into espionage (players with the Super Spy ability can put up to 50%). This money then goes to hire and train agents.

There is an “Espionage” tab on the Finance Management screen that allows you to see the progress of your agents. Each new agent costs more to bring in than the last, so be careful how you use them.

Figure 12: Players can manage their agents and monitor foreign agents globally on the Espionage tab on the Finance screen.

When an agent is available, the Place Agent button on the main UI will turn red. Press that button and your mouse cursor will change to the place agent cursor. Then, simply click on the planet you wish to place the agent on.

On a given planet you can place agents on most planetary improvements (or you can place agents on enemy agents who are on your planets to nullify them). When an agent is on a planetary improvement, that improvement is disabled.

There are several other ways to manage agents. For example, you can also click on an alien planet and press the “Spy” button which will also open up the Place Agent window.

When aliens start putting agents on your planets, you can easily track all of them from the Espionage tab on the Finance Management screen.

Foreign Policy & Diplomacy

The fourth button on the control panel will open up the Foreign Policy screen.

The Foreign Policy screen is where you'll conduct your diplomatic interaction with the other civilizations in a game. The Relations tab will present you with an overview of your standing with each civilization, rating their military and economic standing compared to yours. Each civilization's attitude towards you is displayed on a colored bar with a notch somewhere between red (hostile) and green (friendly).

Figure 13: From the foreign policy screen you can conduct diplomacy and trade, as well as keep an eye on what your opponents are doing.

The Trade Screen

The Trade screen displays a viewscreen picture of the race you're speaking with. By selecting an option from the drop-down list, you can replace the viewscreen with information about the status of your relations with that civilization, your current trade with them, or polling data about how your and their citizens view one another.

Figure 14: Each civilization reacts to each other in different ways. You never know what they're going to say.

To the right are items they can bring to the table. To the left are items you can bring to the table. You can select anything from the lists to create a proposal in the area at the bottom. The AI will assign a value to your offers and accept or reject your proposal based on the value of the trade, their standing with you, and your diplomatic ability. Diplomatic ability can be increased by playing a race with Diplomacy as a special ability, building improvements like Diplomatic Translators, or researching certain technologies.

Among the things you can trade are money, influence points that can be spent at the next United Planets vote, trade goods that have been built as projects on one of your colonies, treaties such as agreements to attack another civilization, make peace with another civilization, form an alliance, or surrender; colonies, technologies, and specific ships.

You can get additional information about your relationship with another civilization by checking the Report tab, which will break down the positive and negative factors affecting your relationship. The Treaties tab shows a latticework display detailing each civilization's status with every other civilization.

The Minor Races tab is used to interact with less significant races that don't expand and that won't figure into victory conditions (you don't have to conquer minor races for a Conquest Victory). The number of minor races is determined by the size of the map.

Signing Treaties (Dark Avatar)
Players can sign special treaties with alien civilizations. Certain treaties can only be enacted with individual players and are permanent unless you go to war with them.

- **Economic Treaties:** These take 10% of your economic output and shares it with that civilization (or with you if they're trading it to you). You do not lose the income that you're sharing so there's no reason not to do this. You can set up an economic treaty with *one* player, and it's permanent unless they're defeated or go to war with you.

- **Research Treaties:** These take 10% of your research and shares it with that player (or vice versa). You do not lose that research. Just as with economic treaties, you cannot end research treaties unless your partner is defeated or goes to war with you.

War Alert: *Players who start wars with those they have a treaty with end up with a diplomacy penalty for the rest of the game. The other civilizations will look darkly at what you have done and raise the terms of any future trades.*

Stats on Foreign Powers
The Stats tab on the Foreign Policy screen will give you all kinds of data on the selected civilization. To get more stats, you must place agents in that civilization.

Report
The Report tab will tell us what that race thinks about us and why, plus give more detail on the background of that civilization.

Treaties
The Treaties tab enables players to see what treaties are in effect for different civilizations.

United Planets
The United Planets tab will enable you to see the voting strength of each civilization and what laws have been enacted and are in effect.

The Civilization Manager

The Civilization Manager is designed to provide a convenient overview of your civilization. There are tabs for Colonies, Timeline, Government & Ethics, Victory, and Graphs.

Colonies
This displays all the colonies in your civilization. It shows the name, class, military production, social production, research, approval, any project currently under construction, and any ship currently under construction.

This list can be sorted by clicking on any header. You can also change ship construction by clicking on the ship currently being built.

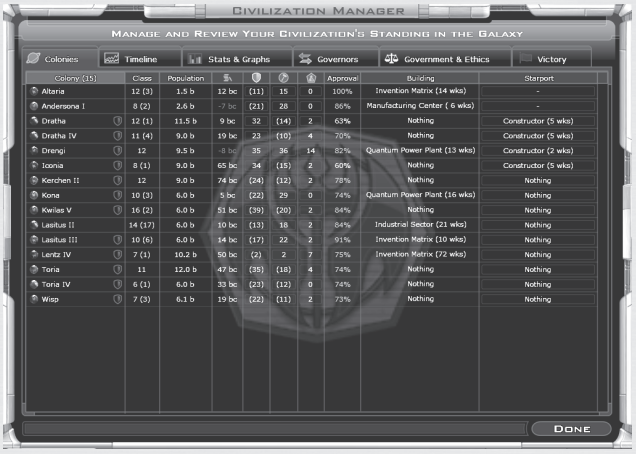


Figure 15: Manage your entire civilization from a single screen. This is what people mean about "spreadsheets" in strategy games…

Timeline
The Timeline tab displays how your civilization is doing compared to others over time. You can set a time span ranging from the past turn to the entire game, or you can set any span of time in between. You can then click on the buttons to compare how each civilization has fared in the following categories:

- Economy compares tax revenue.
- Military compares the value of all that civilization's ships with an attack rating (the exact formula is attack rating + defense rating + hit points/10).
- Population compares the total population of all that civilization's colonies.
- Research compares each civilization's total Research Points per turn.
- Manufacturing compares the Manufacturing Points generated by all colonies.
- Social Production compares the total Social Production from all colonies.
- Influence compares the total influence of each civilization.
- Approval compares each civilization's average approval rating among all their colonies.
- Popularity compares how well liked a civilization is by all the other civilizations.
- Diplomacy compares the diplomatic ability of each civilization.
- Treasury compares the amount of credits in each civilization's treasury.

Victory Conditions
The Victory tab displays how close you are to achieving each of the four victory conditions.

Stats & Graphs
This tab will give you more numbers, statistics, and details about your civilization than you could possibly want to know. However, if you're interested in peering into the guts of your interstellar empire, this is the place to go.

Governors
Governors help to reduce the amount of micro-management needed to oversee the running of your galactic empire.

There are three basic types of governors to help automate your orders:

- **Starport Construction Governor:** This governor allows you to tell all planets that are building one type of ship (or nothing) to build another type of ship (or nothing).
- **Starship Rally Point Governor:** This governor enables you to tell all ships going to a particular rally point (or none) to go to a different rally point (or none).
- **Colony Rally Point Governors:** Colonies can also be instructed to automatically send ships to a particular destination.

Government
When you begin a game of Galactic Civilizations II, you are an imperial power with complete control over the Senate. Your choice of political party controls the Senate, and therefore you're guaranteed whatever bonus your political party confers.

However, you can research more advanced forms of government. Republic, Democracy, and Federation offer increasingly attractive economic bonuses by adding a multiplier to your tax revenue. However, implementing one of these forms of government will then link your political party's presence in the Senate to your approval rating.

To change to a new form of government, simply research the appropriate technology and then switch to it by selecting the Government tab on the Civilization Manager screen.

Imperial governments do not have elections, but all others do. Lose control of the Senate and you get significant penalties.

Government Type	Economic Bonus
Interstellar Imperium	0%
Interstellar Republic	10%
Interstellar Democracy	20%
Star Federation	40%

Finally, advanced forms of government may require a vote before you can initiate a war. You'll want to make sure your approval rating is high enough before you attack another civilization.

Interstellar Imperium: This is your default government form. In this form, all planets are controlled directly from the homeworld.

Interstellar Republic: Having researched Interstellar Republic, now the individual planets have some say in how the civilization is run. But the flexibility this provides gives you some economic benefit.

Interstellar Democracy: Individual planets now have significant input on how the civilization is run.

Star Federation: The ultimate form. At this point, you are the leader of a massive coalition. It is difficult to run, but the benefits are significant.

Ethical Alignment
There are three ethical alignments in Galactic Civilizations II: good, neutral, and evil. Each ethical alignment has unique bonuses, technologies, and ship parts.

As you colonize planets, you'll encounter ethical choices. Your decisions will determine which of the three philosophies you're leaning towards, although some races already have a bent towards a specific alignment (Drengin lean evil and Altarians lean good).

When you research **Xeno Ethics**, you'll be presented with the option to choose one of the philosophies, at a price that varies according to the choices you've made so far. A player who has made evil choices will have to pay more to choose the good alignment, and vice versa.

Each choice will unlock certain advantages and disadvantages as follows:

Good Civilizations:

- Citizens are more loyal and less likely to defect if their colonies are under an opponent's influence.
- The five most populous planets have no maintenance costs for their Initial Colony structure.
- Trade income with other good civilizations is increased by 25%.
- There's a Diplomatic Ability bonus when dealing with other good civilizations.
- Unique technologies include Superior Defenses.
- The Temple of Righteousness Galactic Achievement is only available to good civilizations.

Neutral Civilizations:

- Citizens are more content and an approval bonus applies.
- There's a discount when you directly purchase a ship instead of build it.
- Any tiles that can be improved through terraforming are instantly upgraded.
- A bonus is applied to ground invasions against all non-neutral alignments.
- Unique technologies include additional weapons and defensive technologies.
- The Temple of Balance Galactic Achievement is only available to neutral civilizations.

Evil Civilizations:

- Starbase upgrade fees are waived.
- Propaganda Center projects make planets less susceptible to rebelling.
- Secret Police projects improve a colony's approval rating.
- Other civilizations' trade routes pay 1bc per turn they spend in an evil civilization's sphere of influence.
- Unique technologies include Superior Weapons.
- The Temple of Malice Galactic Achievement is only available to evil civilizations.

You can check your ethical alignment from the Civilization Manager.

The Shipyard

Ships are designed in the Shipyard, which is accessed by clicking the far right button along the bottom of the main screen's center display.

On the main Shipyard screen you'll see a list of all your ship designs. You can click the headers at the top of the list to sort them, showing either all your designs, only the core default designs, or only your own custom designs.

Figure 16: The Shipyard

Each ship type in the list displays a number in parenthesis which indicates how many of that vessel you currently have in service. A full 3D view of your ship is displayed in the window, with its stats displayed underneath the picture. You can manipulate the view with the buttons in the upper right corner of the window, or by holding down the middle mouse button and moving your mouse.

From the Shipyard, you can click New to clear the template for a new design. The Upgrade button will allow you to change an existing design for any ships yet to be built (note that you can't upgrade any of the core designs). The Obsolete button will remove the ship design from the list and decommission any ships of that type that have already been built. The Delete button will simply delete the design without affecting any ships of that type that have already been constructed.

Your Designs

Ships are composed of hulls containing components. At the beginning of a game, you'll have very few hulls and components, but as you research more technologies, you'll discover more components.

Templates

Players can also have their designs saved as templates. This way, players don't have to keep re-designing ships game after game.

To use a template, click on the Templates tab and then choose "Use" once you have selected a ship template you want to base your new ship on. From there, it's like designing a ship except with most of the work already done.

How to Design a Starship

Designing a ship is easy. And we say that in order to rationalize to ourselves that it's really not that easy. If we didn't say it was easy, we would have to work harder to come up with a fancier and easier way to design ships. But by saying it's easy, we thus thrust responsibility for its complexity onto you, the customer.

Figure 17: Designing your ship.

Here are the six steps needed to design a ship:

1) Choosing a hull.
2) Pick "eye candy" to put on your ship.
3) Add engines.
4) Add weapons.
5) Add defenses.
6) Add modules.

You can add components to hard points by either:

a) Double clicking on the component and having the game automatically find a suitable place for it.
b) Choosing a component and then pressing the "Place" button in the bottom left.
c) Selecting a component from the list box and then using the mouse button to select which hard point on the ship to put it on.

Choosing a Hull For Your Ship

The first step in making your own ship is to pick a hull. Initially, you won't have very many choices, but as you gain new technologies more hull choices are added.

The hull determines how large the ship is. The larger the ship, the more space it has to put things on it, but the more expensive it will cost and the more logistical units it will use.

Ships have what are called "hard points." These are little red dots that appear all over your ship. You can connect components to these hard points.

Logistics: The Silent Killer

Your Logistics ability determines how many ships can be put together into a fleet.

Hull	Size	Cost	Hit Points	Logistics
Tiny	16	25	5	2
Small	24	40	8	3
Medium	48	80	20	5
Large	80	160	42	7
Huge	150	320	84	10

As ships get larger, they get more hit points and they use up more logistics.

There's a delicate balance between the size of a hull, the cost of a hull, the hit points a hull provides, and the logistics.

If you have the money, bigger ships are definitely more lethal, but they cost massively more.

Adding Extras to Your Ship

Extras are just eye candy. They have no functionality other than to help you control how your ship visibly looks. Make your ships look like robots or some fighter from a sci-fi movie or like a space spider or whatever.

Extras have hard points on them and connect to other hard points. There is no limit to the number of extras you can add to your ship.

Of course, the more extras you add, the more complex your ship becomes and the slower the game can become if you have thousands of ships on your screen.

Figure 18: Component controls for size and rotation.

Extras, like all components, can be sized and rotated in all three dimensions.

Adding Engines to Your Ship
By default, your ships move at one parsec per turn (1 space). Milestone propulsion technologies (such as Impulse Drive) can add to this base.

However, you can boost your ship speed further by adding engines. Engines use up a lot of space in exchange for adding a lot of moves to your ship.

Adding Weapons to Your Ship
Once you have figured out who you are likely to attack or be attacked by, you will hopefully have chosen weapons technologies that are best able to deal with their defenses.

Your weapons options come in three forms:

- Beam weapons
- Mass driver weapons
- Missile weapons

Missiles are expensive but do more damage. Mass drivers are cheap but tend to do less damage. Beam weapons are in-between.

Like your other components, choose a weapon from the list box and place it on a hard point.

Adding Defenses to Your Ship
When choosing a defense, you should try to add as many defenses of the type that counters the type of weapon your opponent has.

- Shields counter beam weapons.
- Armor counters mass drivers.
- Point defense counters missiles.

In a battle, your defense will roll between 0 and the defense value. However, against a non-optimal weapon, your defense will only roll between 0 and the square root of your defense.

Hence, if your opponent fires a missile at your ship and your ship is only equipped with shields totaling a defense rating of 16, you will only roll between 0 and 4 instead of 0 and 16.

To offset the challenge of having to pick the right defense, components to defend your ship use a lot less space and are a lot less expensive than weapons.

Adding Modules to Your Ship
Modules are various special items that give your ship extra capability.

Common modules include:

- **Colony modules:** These hold colonists and allow the ship to colonize planets.
- **Troop modules:** These hold invasion troops which allow the ship to invade undefended planets.
- **Sensors:** These modules extend how far around the ship the fog of war is lifted.
- **Support modules:** These extend the range of your ship.
- **Trade modules:** These allow the ship to create trade routes.
- **Mining modules:** These allow the ship to mine asteroids.
- **Constructor modules:** These allow the ship to construct or add to starbases.

Completing Your Ship
Once you have completed your ship, you can save it and give it a name and a description. If you select the “Template” option it will save it as a template for future games.

Saved vessels will automatically come up in future games once you have the right technologies to build the ship. Hence, that super fast colony ship you designed will be back next game, no need to have to re-design ships over and over unless you choose to.

Figure 19: Whatever you can imagine can be created in Galactic Civilizations II.

III. Running a Galactic Civilization

The fate of billions of people, robots, sponges, and crystalline-lattice depend on your ability to run your civilization.

Our task is to help you understand more about how you do this.

At a basic level you have only a few resources to work with:

- **Money:** Which you get from lots of sources.
- **Research:** Which is obtained from your planets; which is used to get new technologies.
- **Industrial Production:** Which you get from factories on your planets.
- **Influence:** Which is generated from your planets.

This section deals with how to obtain these things and what you can do with them to meet your goals as supreme ruler of your galactic civilization.

Your Colonies

Players start out with a single colony along with a colony ship which can be used to create another colony on another planet. From there, players will have to construct additional colony ships from their starports to colonize additional worlds.

Figure 20: Colonies produce ships, tax income, and research for your civilization. How much of each they generate depends on what you construct on their surfaces.

The principle parts of a colony to bear in mind are:

- The planet class of the world the colony is on
- The population of a colony
- Military, Social, and Research Production
- Approval
- Influence
- Food Production
- Income / Spending / Maintenance
- Constructing planetary improvements

All of this is done on the Colony Management screen.

The Planet Class Your Colony is On
On the Colony Management screen you will see the planet broken up into 72 tiles. Some of these tiles are green, which means that you can construct something on those tiles. Some tiles may be yellow. Those are tiles that require a terraforming technology (such as Soil Enhancement) before they can be upgraded into a usable tile.

The number of these usable tiles is based on the planet class. A class 10 planet has 10 usable tiles. Your starting planet will have two of those tiles already used – one for the civilization capital and the other for the starport.

The Population of a Colony
The population of a colony is dependent on your food production and approval rating. Your food production in megatons per week represents the maximum population you can have in billions.

On the colony management screen, you can see the population cap in ( )'s. Your current population will continue to grow as long as your approval rating is greater than 50%. The higher the approval rating, the more people on your planet will ask to join your civilization as citizens.

Backstory: *United Earth, the capital of the Terran Alliance has a planetary population of nearly 12 billion people by the year 2225. However, only 8 billion of the population have voluntarily joined as citizens of United Earth. The rest continue on in existing nation states that are not part of the worldwide government. This is why population can seem to grow or shrink so fast - people aren't having children, they're simply joining your civilization as citizens.*

The charter of the Terran Alliance (and other civilizations have something similar) is that all people are free to join or leave the civilization as a citizen any time they choose. If they leave, they lose the benefits of the civilization (and most importantly, the protection the civilization provides).

The Terran Alliance was formed in the mid- 22nd century as a successor to the United Nations. The individual nation states still exist (USA, Canada, Japan, China, UK, Germany, Russia, Australia, etc.) but pool resources together into a common foreign policy and trade bloc.

To join the Terran Alliance, the nation state had to be a liberal democracy, adhere to fair trade practices and have no internal tariffs (i.e., a free trade bloc). The prosperity of the Terran Alliance encouraged other nations to join and in some cases involved changing their government.

The process was accelerated greatly when humans came into contact with the Arcean Empire which was the first alien race Earth had encountered.

What is ironic is that as violent as human history is, the alien civilizations who deal with Earth only know it from its peaceful, united planet history. Some, such as the Drengin, have mistakenly concluded that humans have no stomach or capability for war.

Military, Social, and Research Production

On the global financial management screen you control what percentage of your population to employ (0 to 100%). You also control where those workers devote themselves (military, research, and social production).

Your workers produce either industrial units (IUs) or research units (RUs). These in turn are used to build ships, construct new planetary improvements, and research new technologies.

If you are not building a social project on a planet, those workers are then moved to work on whatever military project is underway. If nothing is being built, then the costs go back to your treasury and the people go and work on something in the private sector which doesn't involve you.

Colony Approval

The Approval percentage represents what percent of people approve of the job you're doing. If you put your mouse over the percentage, it will explain where it came from.

Things that make people unhappy include:

- High taxes
- Being in debt
- Population to services ratio

There are other factors but those are the primary ones. You can control all three factors. Taxes and debt are self explanatory. Population to services means that the higher your population, the more "stuff" your citizens expect you to provide. They're paying taxes, so what are they getting in return? You can build things such as entertainment centers which will please them.

Colony Influence Points
Your colonies produce influence. This influence determines how far out your sphere of influence around the planet goes. Influence is affected by your civilization's Influence ability, its population, what planetary improvements you've built (such as embassies) and the innate value of the planet.

Food Production
Your civilization capital produces 12 megatons of food per week. That is enough to feed 12 billion citizens. To grow your population beyond that you will have to construct farms.

As long as your approval rating is greater than 50%, new citizens will come to your colony each week until it reaches your food production limit.

Fun But Useless Fact: *You can use the middle mouse button and grab the planet in the colony screen and move it around.*

Planetary Summary
The summary button on the Colony Manager will display where all these numbers come from.

Figure 21: Near the bottom right of the Colony Management screen is a button that brings up the Improvement Summary dialog. Players can see where all those shields and money come from.

Planetary Details
The Planetary Details screen allows you to assign governors to run your planet, rename your planet, and even destroy your colony.

But the real fun of this screen are the stats. If you bought this game, you probably like statistics. It's okay. It's just you and us. We'll keep your secret.

The details screen has all kinds of interesting stats. Everything from the population of your planet compared to others, down to how people are feeling about things. Even a brief history of the planet is kept.

PLANET DETAILS
DRENGI
CLASS 12
PREVIOUS
NEXT
PLANET DESCRIPTION
For thousands of years, Drengi has stood as a testament to the Drengin Empire's tyranny, villainy, and uncanny ability to sustain a striving civilization on fear alone.
From this world the Drengin have done their best to destroy or enslave the weaker races of the surrounding star systems. Even the humble Torian populace was under Drengin rule until (they have only recently broken free). Now, with the creation of Hyperdrive, the Drengin Empire has the necessary technology to wage war on a galactic scale.
EXTERNAL BONUSES
From Starbases:
No Starbase Bonuses
From Asteroid Field Mining Bases:
+25 (of 30) Industrial Units
PLANET BONUSES:
Production: +60%
Morale: +25%
Research: +100%
Economic: +10%
PLANETARY STATISTICS
Statistic:
Civilization Rank:
Galactic Rank:
Population 9.536 b 4TH OF 15 7TH OF 27
Approval Rating 82% 6TH OF 15 8TH OF 27
Food Production 12 mt/wk 3RD OF 15 7TH OF 27
Military Production 25 mp 3RD OF 15 3RD OF 27
Social Production 26 mp 1ST OF 15 1ST OF 27
Research Production 6 tp 1ST OF 15 10TH OF 27
Influence 70 ip 2ND OF 15 2ND OF 27
Tax Revenue 78 bc 6TH OF 15 13RD OF 27
WORD ON THE STREET
'How do I like life on Drengi? Three words - I'm loving it!'
-Daisor, Age 37
Drengi
GOVERNOR
SET AS HOMEWORLD
RENAME PLANET
DESTROY COLONY
BACK
DONE
FIND
TURN
Figure 22: Learn the history of your worlds - histories that you create.

Galactic Influence

Every planet generates a certain amount of influence based on its population, racial bonuses, and projects like embassies. Influence determines the extent of your cultural control and is visually represented by color-coded borders on the main map. The primary advantage of influence is Tourism Income based on how much of the galaxy you control and how many people live in it.

Influence can also cause a colony to rebel. If a colony is in an area that applies four times (4.0 or more) the amount of influence the colony itself is generating, there will be a chance every turn that the colony will rebel and join the more influential civilization. If you see a pirate flag on a colony, you should immediately take steps to raise the amount of influence it creates. Racial abilities and projects that add to Loyalty decrease the amount of foreign influence that applies to a colony.

The amount of influence your planets generate is also pooled every turn to form a reserve you will spend when the United Planets vote is held every December. You can use these Influence Points in trade agreements with other civilizations, which will allow you to either barter away or store up voting leverage.

The United Planets

The United Planets is an intergalactic body that meets every December to hold a vote on various proposals. These proposals are randomly determined, but with a high enough espionage value, you can see what the proposals will be before a vote is called. The number of votes each civilization receives is determined by the pool of Influence Points it has built up over time. Each civilization's total votes are displayed before the proposal is decided. Afterwards, you can see how each civilization voted on the proposal.

The United Planets tab on the Foreign Policy screens lists any proposals currently in effect. You can click on icons along the bottom of the display to select other civilizations and show the distribution of voting power. You can leave the United Planets by clicking the button in the upper right of the screen, but it will mean you can no longer maintain trade routes, which are a potentially lucrative source of income. Once you leave the United Planets, there is no turning back.

Ships

Ships serve a variety of functions from colonization, trade, invasion, mining, and construction. However, the most common ship is the military vessel.

Ships are built on planets that have starports. Players choose amongst previously designed ships and construct them at their starports via the Industrial Units from factories.

When a ship is selected, you can learn a great deal about how it was made, what it is armed with, and even where it is going if you have enough espionage (or if it's your unit).

You can learn about ships by clicking on the "I" button in the ship context window.

Figure 23: Next to the name of the ship are two icon buttons. The first one will open up information about the ship; the second will allow you to rename it.

All ships have certain attributes as follows:

- **Attack** (Beam, Missile, Mass Driver): These ratings are determined by the weapons equipped on the ship.
- **Defense** (Shield, Point Defense, Armor): These ratings, which counter beam, missile, and mass driver weapons respectively, are determined by the defenses equipped on the ship.
- **Hit Points**: A ship's hit points are mainly a factor of its hull size, but can be affected by racial abilities or projects.
- **Speed**: The type and number of engines determines how many parsecs a ship can move each turn.
- **Sensor Range**: Ships can see out a certain number of parsecs (tiles on the map) based on what sensors they employ.
- **Range**: A ship's life support components determine how far it can stray from a friendly colony or starbase. This is measured in sectors; there are 15 parsecs in a sector. At first, your ships will only have a very short range but eventually they'll be able to travel multiple sectors from friendly territory.
- **Experience:** When ships get into battle, they gain experience based on the relative strength of their opponent when compared to them.
- **Level:** When enough experience has been reached, the ship goes up a level. Each level increases the number of hit points a given ship can have.
- **Maintenance:** Ships cost a certain amount per turn. Maintenance is 2.5% of the original cost of a ship.
- **Special Abilities:** Certain modules will give your ships special abilities, like being able to construct starbases, colonize planets, conduct trade routes, or survey anomalies.

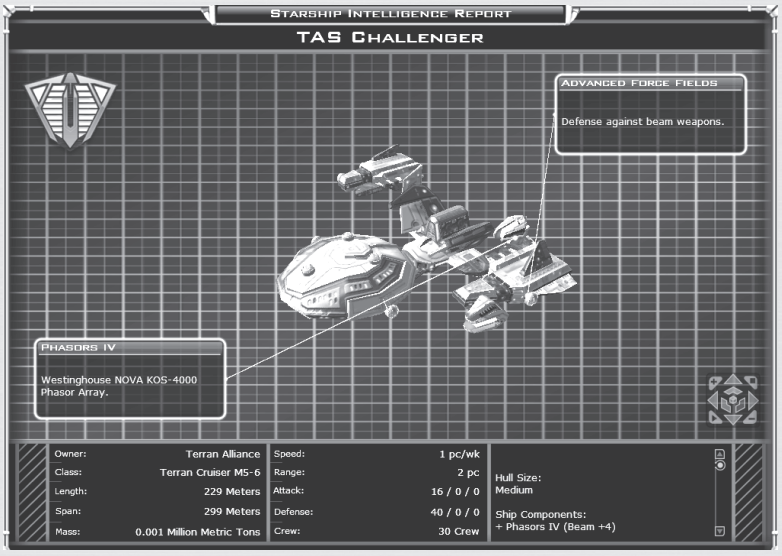


Figure 24: Clicking on the "i" button, or "Details" if the ship is in a fleet, will bring up the Intelligence Report.

Figure 25: Clicking on the "I" button on your ships will bring up the Ship Details window. You can still get to the Intelligence Report by clicking on its button at the bottom of the dialog. Otherwise, you can give commands to the ship from this dialog.

Commanding Your Ships
You can issue your ships specific commands:

- **Sentry:** This tells a ship to be idle until another ship - friendly or enemy - comes near.
- **Guard:** This tells the ship to sit idle until an enemy ship comes near.
- **Auto Survey:** This tells a ship to survey any anomalies you've revealed (requires a survey module).
- **Auto Explore:** This tells the ship to automatically go out and explore new sectors, to seek out new life and new civilizations, to boldly...(our legal department made us stop there).
- **Rally Point:** Tells a ship to go to a particular rally point you've created.
- **Auto Attack:** Tells a ship to automatically attack any enemies that come near it.

Fleets
You can organize a fleet by pressing the "Create Fleet" button when you have multiple ships in a sector. The limit on the number of ships in a fleet is your logistics rating. You can increase your logistics by researching technologies. Each ship uses logistics points based on its size:

- Tiny ships: 2 points
- Small ships: 3 points
- Medium ships: 4 points
- Large ships: 5 points
- Huge ships: 6 points

Fleets are particularly potent in combat since they use the combined attack ratings of their component ships.

Starbases

Starbases are stationary platforms that can be built in any parsec that doesn't contain a planet or star.

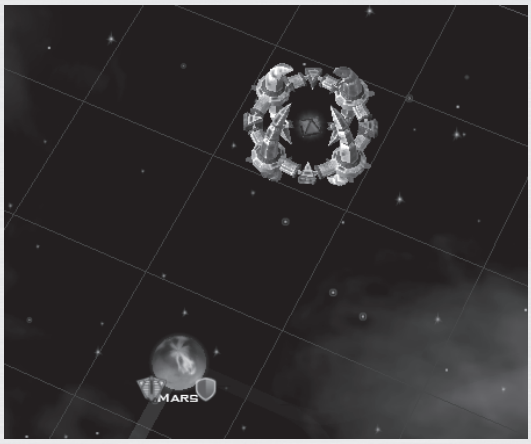


Figure 26: Starbases extend range, harvest galactic resources, provide bonuses, increase influence and more.

To build a starbase, you must first build a ship with a constructor module, such as the default constructor. Move the ship to the location of your intended starbase and click the Construct button in the center panel of the main screen. If you are looking to mine a galactic resource, having your constructor intercept the free resource will automatically build the starbase.

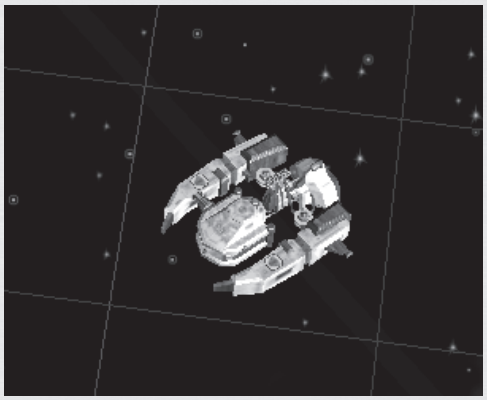


Figure 27: Starbases are built using constructors.

The important thing to remember is that **starbases function best when upgraded with additional constructor modules**. Each new constructor module will allow you to choose from a list of upgrades, improving the starbase's attack capabilities, defenses, how efficiently it harvests a resource, or the bonus it extends to nearby colonies or ships.

Players can see the area effect of starbases by clicking on the starbase itself. Any module that affects influence, manufacturing, economics, or trade will work only in the area of effect.

A starbase built in an empty parsec can be either a **military starbase**, an **economy starbase**, or an **influencer starbase**. The type you choose will determine the modules that can be built. These starbases can extend bonuses to ships or colonies up to eight parsecs away. Starbases can also be used to enhance the value of trade routes that move through their area.

Starbases are particularly useful for harvesting resources, which are represented by colored polygons. The color indicates the bonus they give to whomever controls them: purple for research, green for economic, light blue for influence, red for military (this increases the attack rating of all your ships, regardless of their range from the starbase), and yellow for approval. The effects of a resource can be improved by adding additional mining modules onto the starbase.

Don't forget to add modules to help your starbase defend itself from attack.

Starbase modules will stack with each other. So building more of them can be very useful.

Resource Starbases
Resource starbases can only be built on a galactic resource. These resources are incredibly powerful and harvesting them will result in improvements in a specific civilization ability for as long as the starbase is harvesting it.

The starbase alone will add +5 to its corresponding ability (military, research, influence, approval, or economy).

Mining Module	Bonus	Technology Requirement
Mining Barracks	+4	None
Mining Center	+5	Xeno Engineering
Mining Headquarters	+5	Xeno Industrial Theory
Resource Excavation	+5	Xeno Factory Construction
Extraction Center	+5	Manufacturing Centers
Extraction Complex	+5	Manufacturing Centers
Resource Sector	+5	Industrial Sector

Mining modules can add more to the bonus, but each one requires the previous upgrade in order to be built along with a particular technology requirement.

Galactic Resources
One of the keys to victory is controlling as many of the five types of galactic resources as possible. By building resource starbases on these resources, you can then build mines on them (see Starbases for a table of what you can build on resources).

Morale Resources: These resources contain a special type of fluid that increases the health of any living thing. The net result is that the more you mine them, the more of a morale boost your people will receive (and hence a higher approval rating).

Economic Resources: These resources contain a type of metal that is extremely valuable in trade. The net result is that the more of these you mine, the greater your economic ability is increased.

Military Resources: These resources contain a special type of energy that magnifies the weapons and shielding on your ships which makes them stronger and more powerful.

Influence Resources: These resources can increase your civilization's cultural ability. Mining these will be important to any civilization that is hoping to convince others to defect to them peacefully.

Research Resources: These resources contain a type of crystal useful for vastly increasing the effectiveness of your existing research computers. The net effect is that you gain in your ability to research.

Influencer Starbases

Influencer starbases take the influence you have in a given corner of the galaxy and multiplies it by the percentage of the accumulated modules. Its effect on influence is strictly defined by the area of effect of the starbase. This is important to remember because if your goal is to expand your boundary of influence, it will never expand beyond the area of effect of the starbase due to it.

Influencer starbases can be built anywhere. However, alien civilizations will notice their construction and how they react to them will depend heavily on the given civilization.

There are two paths of Influencer starbase module upgrades. The first one is based on the diplomatic technology tree path; the other is based on the outright cultural conquest path:

Influence Module	Influence Modifier	Technology Requirement
Diplomatic Outpost	5%	None
Foreign Relations Center	7%	Universal Translator
Interstellar Embassy	10%	Diplomatic Relations
Galactic Forum	15%	Advanced Diplomacy
Supreme Forum	25%	Expert Diplomacy

The second path below requires a Foreign Relations Center to already be installed:

Influence Module	Influence Modifier	Technology Requirement
Interstellar Consortium	20%	Xeno Business
Franchise Center	25%	Cultural Domination
Franchise Headquarters	30%	Historical Assimilation
Cultural Maximization Center	40%	Xeno Cultural Trends
Insurrection Coordinator	60%	Cultural Insurrection
Cultural Conquest Center	100%	Cultural Conquest

When added up, these modules can expand the borders of your influence far from your home planets. If powerful enough, your influence can actually cause planets to rebel and join your civilization. The goal is to get your influence to be four times the native influence. Click on a planet and view its influence (you may have to spend some money on espionage if the values appear as ??). Next to the influence the planet generates is a second value in parenthesis that indicates the ratio of alien influence to native influence.

Economic Starbases

Economic starbases are very powerful and very versatile. In their area of effect, they can greatly increase the value of your trade routes when your freighters pass through and you've installed trade modules onto your starbase.

For trade modules, you can see the paths your freighters pass through on the map. To maximize trade, build a series of starbases that follows the path of your freighters. You can literally double or even triple the value of a starbase in this manner.

Manufacturing Module	Manufacturing Bonus	Technology Requirement
Starbase Factory	5%	None
Advanced Starbase Factory	4%	Xeno Industrial Theory
Massive Scaling Center	4%	Xeno Factory Construction
Smart Drones	4%	Advanced Computing
Interstellar Collectors	4%	Manufacturing Centers
Orbital Replicators	3%	Industrial Sector

Moreover, Economic starbases can also increase manufacturing on the planets that are located in their area effect with manufacturing modules. A single starbase's area of effect can often fit three or more planets in it.

Since these starbases can stack upon each other (multiple starbases can add to each other's manufacturing) you can vastly increase your production on your planets.

Trading Module	Trade Route Revenue Bonus	Technology Requirement
Trading Post	10%	Trade
Advanced Trading Post	20%	Advanced Trade
Trade Center	30%	Master Trade

The modules that can help enhance your trade include:

Military Starbases
Military starbases exist primarily to enhance the combat effectiveness of your ships. This can be used to support ships in orbit to help defend your planets or to help project your power into enemy territory such that your fleets become even more lethal.

Since starbase values stack, if you see an opponent building several military starbases near your space, beware.

In addition, there are a handful of modules that come with certain milestone weapon technologies. There are also Fighter Drones that can be attached to every starbase to aid ships by giving nearby vessels a leg-up in battle.

Here are some special modules that are of interest:

- **Repair System:** This will double the speed in which ships in the area of effect regain their hit points.
- **Interdiction Beam:** This system works to slow down enemy ships in the area by a full warp factor (-1 to movement rate).
- **Protective Fields:** This adds +1 to all types of a ship's defense. Requires Starship Defense technology.

Military Module	Beam Attack	MD Attack	Missile Attack	Technology Requirement
Beam Interceptor	-	-	-	Starbase Militarization
Beam Multiplier Field	1	-	-	Starbase Mobilization
Energy Grid	-	-	-	Starbase Militarization
Omega Cannon	-	1	-	Starbase Militarization
Missile Bloom	-	-	1	Starbase Militarization
Beam Multiplier Field III	2	-	-	Starbase Projection
Omega Cannon III	-	2	-	Starbase Projection
Missile Bloom III	-	-	2	Starbase Projection
Beam Multiplier Field IV	3	-	-	Starbase Domination
Omega Cannon IV	-	4	-	Starbase Domination
Missile Bloom IV	-	-	3	Starbase Domination
Beam Multiplier Field V	4	-	-	Starbase Conquest
Omega Cannon V	-	5	-	Starbase Conquest
Missile Bloom V	-	-	4	Starbase Conquest

Protecting Your Starbases

All the goodies to your starbases won't matter very much if you leave them unprotected. The technology path of "Starbase Fortification" will provide the player with a variety of modules that can enhance the defenses of a starbase. These defenses come in the form of weapons (to strike back when attacked) and armor, shields, and anti-missile defenses.

Particular weapon and defense technologies will occasionally provide a specific starbase defense as well. But for those who really care about their starbases, they will want to specifically explore the Starbase Fortification portion of the technology tree.

Weapons you can equip your starbases to defend themselves:

Weapon Module	Beam Attack	MD Attack	Missile Attack	Technology Requirement
Subspace Blaster I	5	-	-	Starbase Fortification I
Ship Pounder I	-	5	-	Starbase Fortification I
Star Javelin I	-	-	5	Starbase Fortification I
Subspace Blaster II	10	-	-	Starbase Fortification II
Ship Pounder II	-	10	-	Starbase Fortification II
Star Javelin II	-	-	10	Starbase Fortification II
Subspace Blaster III	30	-	-	Starbase Fortification III
Ship Pounder III	-	30	-	Starbase Fortification III
Star Javelin III	-	-	30	Starbase Fortification III

With defenses you can equip your starbases to help them survive attacks:

Defense Module	Beam Defense	MD Defense	Missile Defense	Technology Requirement
Ray Shielding I	5	-	-	Starbase Fortification I
Combat Armor I	-	5	-	Starbase Fortification I
Missile Defender I	-	-	5	Starbase Fortification I
Ray Shielding II	10	-	-	Starbase Fortification II
Combat Armor II	-	10	-	Starbase Fortification II
Missile Defender II	-	-	10	Starbase Fortification II
Ray Shielding III	20	-	-	Starbase Fortification III
Combat Armor III	-	20	-	Starbase Fortification III
Missile Defender III	-	-	20	Starbase Fortification III

Mining Bases

On asteroids, you can send a Space Miner to construct mining bases. These mining bases will provide resources to the planet of your choice. The further away the planet, the fewer resources you will receive.

Figure 28: Mining bases will ship Industrial Units to the planet of your choice.

There are three levels of mining bases:

- **Basic**: Provides up to 5 resources per base.
- **Intermediate**: Provides up to 10 resources per base.
- **Advanced**: Provides up to 20 resources per base.

These require the **Space Mining** technologies to upgrade.

Combat

Combat is very simple. Move a ship into the same parsec as an enemy ship or starbase and a battle will then take place. Battles work as follows:

Ship vs. Ship

When two ships meet, their combined weapons and defenses are matched up. The attackers attacks are divided between the three types of weapons and the defender's defenses are divided into the three types of defense.

The weapons a ship has are:

- Beam Weapons
- Mass Drivers
- Missiles

The corresponding defenses a ship has are:

- Shields
- Armor
- Point Defense

When a ship fires onto another ship, the defenses of the ship are evaluated. The attacker rolls a value from 1 to the value of their weapon. The defender rolls a value between 1 and the value of their defense. If the defense is the *non-optimal* defense for that kind of weapon, then the square root of the result is taken.

For example: If my laser weapons roll an 8 and the defender's armor rolls a 4, that roll becomes a 2 because it is the non-optimal defense against lasers.

Ships fight it out weapon-by-weapon with the weapons wearing down the defense rolls until they start taking away hit points. In each round, the attacker attacks and the defender defends and then they switch roles. Both sides always get to fire unless the player has the "Super Warrior" ability in which they get first strike.

When a ship reaches 0 hit points, it is destroyed. If both ships reach 0, then the defender is destroyed and the attacker receives 1 survival hit point.

Fleet Battles

Fleet battles are where your ship designs really get exciting. Since combat is weapon based and not ship based, a given ship could theoretically attack N number of vessels, where N is the number of weapons on your ship.

A fleet of fighters could attack a massive capital ship. The race would be on to see if the fleet of fighters can wear down the capital ship before the capital ship destroys all the fighters. The capital ship might be able to destroy several fighters per round.

The Combat Viewer Screen
On the fleet battle screen players can see their ships fight it out depending on your settings.

The combat screen is designed to allow players to see their creations in action. Besides looking cool, the Combat Viewer enables players to see how their weapon and defense choices stack up against their opponents.

For example, if you have a ship with Phasor V beams on it for a beam attack of 6 and Advanced Deflectors for a shield defense of 4, you might think you should be able to win against a ship that has just a puny set of Harpoon missiles for a rating of 4 and deflectors for a rating of 4. After all, your ship has a higher attack value. But in practice, your ship would likely lose every battle because his missiles will go right through your shields (your shields would offer a defense of between 1 and 2 against his missiles).

The Combat Viewer allows players to watch every shot fired, every damage point taken. It is designed to look similar to a video player. The bottom of the screen contains:

- **Rewind:** This button rewinds the battle to the beginning.
- **Play:** This button plays the battle out.
- **Pause:** Pauses the battle.
- **Fast Forward:** Forwards the battle to the end.

Also on the control bar are:

- **Report:** This gives a detailed summary of what just occurred in the battle.
- **Speed:** This option determines the speed that the battle plays out (between half speed and 10X speed).

And finally there is a display mode button that has a camera icon on it. It toggles between:

- **Top-Down 1:** View the battle with opponents facing each other from left to right.
- **Top-Down 2:** View the battle with opponents facing each other up and down.
- **Orbiting:** Orbit the outside of the battle looking in.
- **From Center:** Look out at the battle from the center of action.
- **Free Camera:** Control the camera yourself using your mouse (left button can grab screen, middle mouse button can tilt the camera).
- **Cinematic:** The camera will automatically try to show the battle in interesting ways to bring your battles to an epic level.

Repairing Damage
Ships repair themselves automatically by recovering lost hit points over time. Factors like racial abilities or nearby starbases with repair bays accelerate their rate of repair. A ship in orbit will recover lost hit points at double speed.

Planetary Invasions

To invade a colony you need to build a transport, which is a ship with the transport modules component. Each transport module holds 500 legions, or 500,000 troops. Advanced troop modules hold twice as many.

Before you can invade, you must first destroy any ships in orbit around the planet. Then simply move your transport onto the planet to begin the invasion.

During the invasion, an advantage factor for each side is calculated. This is based on a number of factors such as the quality of the soldiers, their courage, what defenses have been built, the technological levels of each civilization, and so forth. These advantages are translated into points.

The attacking civilization automatically receives 5 points for air superiority. The attacker can also choose among various invasion options to affect their advantage factor. Once these choices are made, the invasion begins and both sides take casualties. Eventually the side with no surviving soldiers loses.

Winning the Game

Unless you're playing one of the scenarios in the "Galaxy Setup" screen with special victory condition rules, there are four victory conditions. The "Victory Status" tab in the Civilization Manager details the requirements for each victory condition and specifies how close you are to meeting those requirements.

Conquest Victory
The last man standing wins. Kill off the other major races to win a conquest victory.

Diplomatic Victory
Form an alliance with all the surviving major races to win a diplomatic victory. Note that you can also achieve this by forming an alliance and then killing anyone who isn't part of your alliance.

Influence Victory
Win by extending your influence to control a certain portion of the galaxy. Note that extending your influence will also improve your tourism income. This can make it lucrative to pursue an influence victory.

Technological Victory
You'll find Technological Victory at the end of a long expensive branch on the technology tree. If you manage to research this, you've won a Technological Victory.

End Game Summary
This presents you with a wealth of information about your game; your total score is displayed. The Summary screen breaks down your score by categories, which are further distilled in the Technology, Military, Economy, and Social tabs. The Timeline allows you to present various data on a graph.

IV. The Details

Still not satisfied? Fine. This section is for you.

Planetary Improvements

A planet's class determines how many useable tiles there are for your colony. Each tile can hold a single project. Some tiles contain special resources that can give a boost:

- **Artifacts:** These increase research of any project on that tile by 200% (uncommon).
- **Fertile Soil:** These increase the food production of any project on that tile by 200% (uncommon).
- **Mineral Rich:** These increase the Manufacturing Points of any project on that tile by 200% (uncommon).
- **Mystic Spring:** These increase the approval bonus of any project on that tile by 200% (uncommon).
- **Ruins:** These increase the influence bonus of any project on that tile by 200% (uncommon).
- **Precursor Artifacts:** These increase Tech Points of any project on that tile by 400% (rare).
- **Splendid Soil:** Increases food production on that tile by 400% (rare).
- **Rare Elements:** Increases Manufacturing Points of any project on that tile by 400% (rare).
- **Precursor Library:** Increases Tech Points by 800% (legendary).
- **Precursor Mine:** Increases Manufacturing Points by 800% (legendary).

There are four types of projects:

1) **Standard,** projects which can be built multiple times on every colony.
2) **Superprojects**, one of which can be built by each civilization.
3) **Galactic Achievements**, only one of which can be built in the entire galaxy.
4) **Trade goods**, which only one civilization can create but can then be traded with other players.

The planetary improvements include:

Improvement	Benefit
Market Centers, Banks	Improve your tax income from the planet by N%.
Farms	Increase the food production on a planet which allows population to grow.
Embassies, Cultural Exchange	Increase the Influence Points for the planet.
Research Labs	Provides Technology Points for the planet.
Entertainment Networks	Increases your Approval Rating on the planet.
Orbital Fleet Manager	Allows your ships in orbit to defend the planet as a single fleet.
Planetary Defense	Increases the hit points of ships in orbit.
Factories	Provides Industrial Points for the planet.

The Super Projects include:

Super Project	Benefit
Hyperion Fleet Manager	Gives all your planets a free orbital fleet manager.
Hyperion Shipyard	Increases the base speed of ships constructed on that planet.
Hyperion Re-Supply Center	Increases the range of your ships by 25%.
Hyperion Shrinker	Improves your miniaturization ability by 15%.
Hyperion Fleet Defense	All ships on planet become part of defense fleet.
Hyperion Logistics Center	Improves your logistics ability by 6.
Manufacturing Capital	Doubles manufacturing on a given planet.
Orbital Terraformer	All potentially usable tiles on your planets are instantly usable.
Political Capital	Doubles the planet's influence.
Re-Education Center	Prevents the planet from being conquered by influence.
Technology Capital	Doubles research on a given planet.
Economic Capital	Doubles tax revenue on a given planet.

The Galactic Achievements include:

Galactic Achievement	Benefit
Eyes of the Universe	Allows player to see all ships on mini-map; increases sensor range.
Galactic Bazaar	Doubles the perceived value of anything you offer in the diplomacy trade screen.
Galactic Guide Book	All your ships can explore anomalies.
Galactic Privateer	Your freighters cannot be attacked.
Galactic Showcase	Increases your Diplomatic ability by 25%.
Galactic Miniaturization	Increases your miniaturization ability by 10%.
Omega Defense System	Doubles hit points of ships created on this planet.
Omega Research Center	Increases research on planet by 50%.
Omega Shipyard	Ships built on planet have 50% more hit points.
Propaganda Machine	Influencer starbases get a 50% boost.
Restaurant of Eternity	Increases Influence ability by 15%.
Spin Control Center	Ships in orbit appear to be 5 times as strong when looking at Military Might graphs.
Tir-Quan Training	Increases Soldier ability by 25%.

And the Trade Goods include:

Trade Good	Benefit
Aphrodisiac	Increases Population Growth ability by 50%.
Diplomatic Translators	Increases Diplomacy ability by 25%.
Frictionless Clothing	Increases Approval Rating ability by 10%.
Gravity Accelerators	Adds +1 to base speed of all your ships.
Harmony Crystals	Improves approval on planets by 10%.
Hyper Computers	Increases research by 20% on all planets.
Micro Repair Bots	Doubles repair rate of ships.
Ultra Spices	Increases approval by 15%.
Xinathium Hull Plating	Adds 15% to all ships hit points.

There are also some special planetary improvements, super projects, and achievements only available to those who have chosen good, neutral, or evil as their ethical philosophy.

Mods

Galactic Civilizations II has been designed to be modded.

Mods are stored in a single directory:

```
\galciv2\mods
```

There is a mod example already present.

The way mods work is that whatever files you place in the directory hierarchy will be used to replace any files that have a duplicate name. In this way, you can replace graphics, screens, or anything else.

New files you add will be used by the mod automatically.

The data you may want to modify exists in:

```
\galciv2\darkavatar\data\english directory (for Dark Avatar).
```

Graphics exist in the:

```
\galciv2\gfx and \galciv2\darkavatar\gfx
```

Graphics are either in .X (for 3D models) or .PNG (for bitmaps).

Screens are in .dxpack (Stardock DesktopX – www.desktopx.net).

To enable mods, go the Options screen and choose “Use Mods” and then select the mod you want to use.

You can download mods created by others from www.galciv2.com in the library area (or library.galciv2.com).

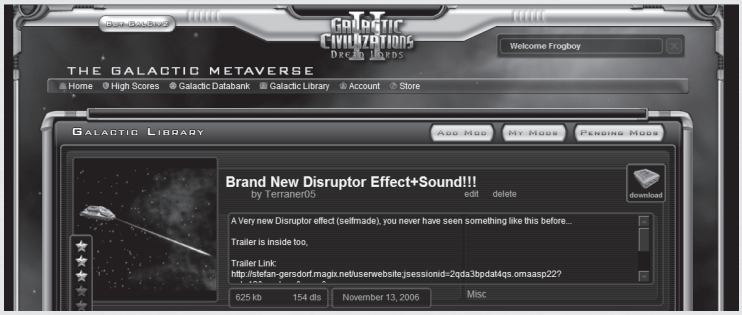


Figure 29: Downloading free mods that users have created from galciv2.com.

The Options Screen

When the player selects the menu screen (or hits Esc) they see the following options at the bottom of the screen:

- **Quick Save:** Saves current game.
- **Load/Save:** Brings up the load/save dialog.
- **Retire:** Ends the current game and takes the player to the end game summary.
- **Quit:** Exits to the desktop.
- **Main Menu:** Returns the player to the main menu.
- **Continue:** Continues the current game.

The options screen is divided into four categories: Game, Interface, Audio, and Video.

Game Options

Prompt To Upgrade Starbase: If this isn’t enabled, a ship with a constructor module will automatically upgrade a starbase if it moves into a parsec with a starbase.

Prompt to Pay for Starbase Module: If this isn’t enabled, the selected module will be added to the starbase and the cost of the module will automatically be deducted from your treasury.

Prompt To Harvest Resource: If this isn’t enabled, a ship with a constructor module will automatically construct a starbase if it moves into a parsec with a resource.

Notify When Special Improvement Complete: Displays a window whenever you research a special improvement, such as a Galactic Achievement or a Super Project.

Show Found Anomaly Popup: Displays an information popup every time a survey ship explores an anomaly.

Use Mods: Enable this to activate any special files in your mod folder.

Current Mods Directory: The directory where GalCiv2 looks for mods is displayed, with a description of the current mod (if there is one in the directory) and a button to bring up a dialog to change the directory.

Save Ship Designs to Hard Drive: If this option is on, ship designs are saved to the My Documents\My Games\GC2DarkAvatar folder so that they can be used again in subsequent games. Otherwise, the ship designs remain in memory until you exit, load another save game, or switch between Metaverse and normal games.

Skip Internet Available Test: Enable this to start the game without verifying an active Internet connection.

Enable Auto Turn: This automatically cycles the turn when there are no ships left with unused movement.

Skip Moves Left Over From Auto Pilot: If enabled, you won't be prompted to move a ship if it arrives at its autopilot destination and still has movement available.

Enable Auto Focus to Move Camera to Selected Ship: If the game auto-selects a ship because the previous ship is no longer moveable, this option causes the camera to move to show the selected ship. Turning this option off does not turn off the auto-selection of ships.

Enable Auto Save: This enables a regular automatic game save.

Turns Before Auto Save (0-24): This determines how often the game is automatically saved if you enable auto save in terms of turns.

Build Same Ship Until Cancelled: This will indefinitely build the same type of ship in your Starports until you clear the Starport or manually change the ship being built.

Show GNN News: This enables a report every time you discover a new technology.

Show Social Events Only If Empty Queue: Will only notify the player of completed planetary improvements when the build queue is empty.

Show Quarterly Reports: If this is enabled, quarterly reports come up every three months, ranking all of the civilizations according to randomly determined criteria and detailing how your empire stacks up.

Interface Options

Show Tool Tips: Enables tool tips that display additional information if you hover the cursor over certain areas.

Show Grid: Enables dark blue lines that divide the galaxy into parsecs.

Show Trade Route Lines: Shows the route of a freighter between its home planet and its destination planet.

Show Auto-Pilot Lines: Shows the route of the selected ship to its destination.

Show Asteroid Field Bonus Lines (Dark Avatar): Shows a line between the asteroid field and the planet receiving its bonus.

Show Ships in Orbit Around Planets (Dark Avatar): When this option is enabled, tiny ships fly around the planet, showing which vessels you have in orbit.

Snap-Back When Rotating: With this enabled, your viewing angle will always revert to the default when you release the middle mouse button.

Background Star Density: Determines how many stars are displayed in the background.

Background Nebula Density: Determines the amount of nebula displayed in the background.

Tactical View Zoom Level: Determines how quickly the star map switches to tactical view when zooming out.

Edge Scrolling Speed: Determines the scrolling speed when you hold the cursor against the edge of the screen.

Hide Nebulae and Stars in Ship Preview Windows: If this option is enabled, no nebulae or stars are shown in the ship preview windows on screens like the Shipyard.

Follow Auto Pilot Ships: If a ship is on auto-pilot, its movement will be viewed at the end of the turn.

Move Camera to View Attacks: When two ships battle, have the camera move so that the player can watch.

Show Battle Sequence: When two ships battle, display visually the battle (firing of weapons, etc.).

Show Opponent's Battle Sequence: When two opponent ships do battle (display firing of weapons, etc.).

Show Ship Damage: When ships take damage, display effects representing that (fires, electrical effects, etc.).

Show Explosions: When a ship is destroyed, show an explosion.

Simple Explosions: If this option is checked, a simpler explosion animation is used so that it finishes more quickly.

Disable Engine Trails in Full Battles: Display the exhaust from engines. This effect is fairly GPU intensive and on lower-end machines you may want it to be turned off.

Always Watch Player Ships In Full Battles: When player ships battle, display the battle in the Combat Viewer even if they are starbases, freighters, and other non-essential ships.

Battle Length (Instant, Quick, Normal, Full): Instant battles show no effects, two ships fight and one immediately disappears. Quick battles have both players fire weapons simultaneously. Normal battles show the attacker firing its weapons and the defender firing back in two separate steps. Full battles have battles displayed on the Combat Viewer.

Full Fleet Battles: Display fleet battles in the Combat Viewer.

Show Full Fleet Battles Only If Both Sides Are Fleets: Enables the user to control whether a fleet is shown in the Combat Viewer – if both sides are fleets then it will display them in the Viewer.

Auto-Play Full Battles: Have the Combat Viewer automatically start the battle when it is brought up (as opposed to the player having to hit the play button).

Audio Options

From here the player can determine what sounds play.

Music Volume: Adjusts the volume of the game's music.

Sound Effects: This enables interface and in-game sound effects.

Background Music: This enable music during the game.

Event Music: This enables special music during certain events.

Video Options

Video Quality Preset: Use this to automatically turn off options to increase performance at the expense of video quality.

Resolution: Use this spinner to change your game resolution to a resolution supported by your video card and monitor. Custom resolution is a setting for advanced users, which will ignore the preset resolutions and use whatever is specified in the prefs.ini file.

Anti-Aliasing (0-6x): Sets the amount of anti-aliasing applied to the graphics. Anti-aliasing affects how "smooth" the graphics are. *You can increase performance by turning this off.*

Fullscreen: This option is on by default; unchecking it will cause the game to run in a window. If the game resolution matches your
desktop resolution, the game will appear fullscreen even if the game is running in a window.

Hardware Mouse Cursor: Determines whether your cursor is
rendered in hardware or software. The Hardware Mouse Cursor is the normal Windows mouse cursor, while the Software cursor is bigger and more detailed.

Brightness: Sets the brightness level.

Contrast: Sets the contrast level.

Ambient Light: Sets the amount of ambient light to offset the
dynamic light from stars.

Specular Intensity: Changes the amount of light shining on the ships.

Disable Hardware Transform and Lighting (when available): Turns off the shaders when rendering objects like ships and asteroid fields, which may increase performance for video cards that do not support the shader being used.

Disable Ship Textures: Ships will be rendered without their textures, but are still distinguishable by their colors.

Disable Planet/Moon/Ring Textures: Disables the textures on planets and their moons or rings.

Disable City Lights on Dark Side of Planets: If this option is off, lights representing the populated areas of the planet are shown on the dark side of the planet.

Disable Anomaly Textures: Turn off textures for anomalies.

Disable Resource Textures: Turns off textures for the resources.

Disable Star Textures: Turns off the textures for the stars.

Disable Damage Textures: Turns off the textures used by the damage animations.

Disable Weapon/Defense Textures: Turns off the textures used by the weapon and defense animations.

Disable Rally Point Textures: Turns off the textures for rally points.

Disable Asteroid Field Textures (Dark Avatar): Turns off the textures for the asteroid fields

Disable Bump-Mapping: Decreases textural details.

Disable Point Sprites: Disables all animations and images that uses point sprites such as the background stars and some weapon effects. Some older video cards do not support point sprites except through emulation, so checking this option may increase performance.

Throttle Frame Rate: This option helps prevent your video card from overheating by making sure that the engine doesn't try to render too many frames per second.

Planet Surface Variety (%): If no pre-generated planet surfaces are found for a given planet's habitability and class, a surface will be generated. This determines how many are randomly generated and how many are re-used.

Getting the Most Out of the Game

What? This manual isn't enough? Certainly not!

There are a number of resources online that can help you get more information about the game including:

GalCiv II Wikipedia:
http://galciv.wikia.com/

Databanks:
http://www.galciv2.com/Databanks.aspx

GalCiv II Forums:
http://forums.galciv2.com

Walkthru of How to Play the Game:
http://www.galciv2.com/walkthru

V. Beyond the Game

This section will provide information beyond what is necessary to play the game. We hope you find it interesting and helpful.

Designer Notes by Brad Wardell

Most people have only recently heard of Galactic Civilizations. It's not commonly known that the first version of it came out way back in 1994. It had a public beta in early 1993.

There are a lot of classic space strategy games out there that we have looked at and been inspired by. Games such as Stars, Master of Orion, Twilight Imperium, Spaceward Ho, and so forth. But at its core, Galactic Civilizations is really about building an interstellar civilization which is the same game it was back in 1993.

What I wanted to create was a game that had computer opponents that would play very much like real people. As much as I enjoy playing games multiplayer, I want to be able to play strategy games at my convenience and against opponents that won't prematurely quit or use some game exploit to ruin the experience.

Writing a game with the computer AI at its heart is very challenging because it means having to pick and choose which features go into the game very carefully. It's very tempting to add in features that players want without considering how hard it will be to have the computer player make full use of them.

For example, true tactical combat isn't in Galactic Civilizations II. I know people want it. Heck, I want it! But the question was, could we develop a computer AI that would effectively make use of it.

Having a lot of features on its own doesn't make a game "deep" or "more sophisticated." What makes a game deep is having opponents that can fully make use of those features.

Another thing about games that make computer AI the central strength that there's a lot of buried treasure. Below I'll outline some suggestions to get the most out of it.

Play as Different Civilizations
Make sure you play as every civilization at some point. The dialog and behavior of each player is based on what civilization you are playing as. They will, literally, talk differently to you based on who you play as.

If You Have a Good Machine, Use the CPU Features
At the time this is going to print, dual-core machines are starting to become popular and quad-core is starting to become available.

In Galactic Civilizations II, the AI uses two threads (and the game itself uses several others). This means it will automatically take advantage of your dual-core or quad-core processor. But when we had to design the AI timings, we couldn't assume players would have this.

I wrote a bunch of AI_CPUX_ functions that use much, much more advanced algorithms for planning strategy. However, these are only used if you have the high CPU options selected.

The normal AI should be more than a match for most players. I've spent most of my adult life writing computer game AI and given the CPU time, it's pretty effective. The threads, even on a normal Pentium 4 class machine, do the job. Consider that when you hit that Turn button there's no "please wait" dialog.

Keep Updating the Game
One of the dirty secrets at Stardock is that the designer of the game also controls the budget for it. This is not typical because, generally, it's not a good idea.

It's still not a good idea for the company but it's a great idea for gamers. The net result is that resources are provided to keep enhancing the title. So make sure you visit www.galciv2.com occasionally and check the updates area.

I'll be continuing to update and enhance the AI over time.

The Backstory

Galactic Civilizations exists in a game universe that has been developed over the past two decades. Below is some detail on who's who in the game.

Regarding the Dread Lords
Long ago there were the five guardians of the universe. The Mithrilar. These immortal beings existed to safeguard all of creation.

In time, the most powerful of the Mithrilar called Draginol, used the crystal tool of creation called the Telenanth to create a race of beings called the Arnor.

Draginol was not yet wholly ruined and his intentions were still pure. He created the Arnor in two groups – the Dred'nir and the Elas'nir. The Dred'nir were few in number, for Draginol put the most time and effort into them. They resembled him the most in both mind and spirit. The Elas'nir, by contrast, were much more numerous and simple. They had no concept of the passage of time, for instance and were far less potent than the Dred'nir.

In time, the simple difference of time perception would cause the two parts of the Arnor to war on each other. But prior to that war, the two collaborated to create great things.

The cataclysm that put an end to the Mithrilar also helped spark life in the galaxy. How life began remains unknown but we do know that when it began, the Mithrilar were no more.

The first species to become sentient were known as the Iconians. At least, that is what the Arnor referred to them as. The Iconians were mortal and also recognized the passage of time. They, with the guidance of the Arnor, developed technology. Together, the Arnor began to spread across the galaxy.

To other fledgling mortal races, the Arnor were simply known as the Precursors, the first civilization. Impossibly powerful and immortal, the Precursors ruled all.

The rise of sentient mortal races was seen as a threat by the Dred'nir. They recognized that, in time, these mortal races would rival the Arnor in power. The Elas'nir, by contrast, had no such concept and felt no threat.

To the Dred'nir, the Iconians were a perfect example of this threat. They were growing increasingly confident and technologically sophisticated. Some chafed at serving the Arnor and openly lusted for the power of the Arnor.

The Iconians even constructed servants of their own called the Yor. These mindless machines served the Iconians without question and made the Iconians increasingly powerful in their own right.

The difference in perspective between the Arnor led to the war. The Elas'nir, in the end, were able to banish the Dred'nir to a pocket universe. From there after, the victors simply called themselves Arnor and the defeated Dred'nir were alluded to as the Dread Lords.

In those final days of war, the Dread Lords gave the Yor the gift of sentience and the resulting carnage of the Yor upon the Iconians is detailed elsewhere.

The Arnor disappeared and the mortal civilizations evolved and grew at their own pace. The ability to move great galactic distances remained a monopoly of the Arnor that the new civilizations lacked.

Regarding Hyperdrive and Stargates

The Arnor alone possessed a way to travel great galactic distances. Their departure removed that ability.

In time, two of the mortal civilizations came up with their own means to travel great distances – the Drengin and the Arceans.

Their solution was to build monstrously large structures called Stargates. As long as they were hooked together, a ship could travel between them at speeds greater than the speed of light.

Stargates do not work instantaneously in this universe. They are, in effect, an expressway. A ship traveling between two Stargates may still take many years to travel between them.

When the Arcean Empire came into contact with a United Earth in the early 22nd century, they shared with them how to create their own Stargates.

Humans led in a very particular technology – fusion. The combination of space folding technology and fusion led to a new type of drive propulsion system called Hyperdrive.

With Hyperdrive, individual ships could travel without the need for a Stargate. Moreover, Hyperdrive allowed ships to travel in much shorter time the great distances of the galaxy. In 2170, this technology leaked out and all the civilizations had access to it.

Regarding the Terran Alliance

Human beings are truly an enigma in the galaxy. On first impression, they come across as a race of peace loving merchants.

The Drengin Empire initially dismissed the Humans as being weak, but in time, they became quite concerned with the growing power and potential of the Humans.

Human beings were still living in caves when the Drengin Empire and Arceans had nuclear power. In the blink of an eye, Humans have split the atom and lunged into interstellar travel.

And for all their seemingly peaceful ways, the Humans have a pretty blood-thirsty past. Some Humans would have made excellent Drengin.

In 2178, when the great space race began (seen in Galactic Civilizations I) the Humans were a minor player.

It was in 2215 when the Drengin began to become seriously concerned with the Humans during the Xendar-Human wars. The Xendar were a minor civilization that were ethically similar to the Drengin.

When the Xendar began to overrun some Torian and Ashellian colonies, the Humans put an economic embargo on them. In retaliation, the Xendar wiped out an entire Terran Alliance colony that had 34 million inhabitants and put forth a significant military force ready to attack Earth itself.

Over the course of the next several months in a series of clashes, the Humans annihilated the Xendar. There is no Xendar minor civilization. They're gone. The Humans ability to deal with a threat militarily and ruthlessly was not lost on the Drengin.

The Terran Alliance is a product of a United Earth and was formed shortly after the Arcean Empire came into contact with them. Earth had only become united in the late 21st century. And by united, we really mean more of a worldwide economic alliance that only a third of the population was part of. It wasn't until the realization that there was a whole galaxy waiting that Hmans became sufficiently motivated to work more closely together.

The Terran Alliance is mostly funded by the United States, the European Union, Oceana, Japan, China, and the Russian Federation which all still exist as sovereign states within the Terran Alliance.

Regarding the Thalan
The Thalan are a mysterious race that literally popped out of nowhere in 2224. They quickly established a homeworld and while seemingly friendly are very concerned about the Terran Alliance.

According to reports, the Thalan are from another dimension – a future dimension in which following a great "crusade" by the Humans, the galaxy is destroyed as a result of individuals within the Terran Alliance. They claim to have come to this galaxy to prevent this but say they have come approximately five years too early.

Regarding the Torians & Drengin
The Torians were once a peace-loving civilization living on the pre-industrial world of Toria.

Around 100,000 years ago, a Drengin probe discovered the Torians and the Drengin decided to conquer them. Understand what this means – the Drengin Empire embarked on a plan to conquer another planet without any sort of faster than light drive. That is commitment.

The process of conquering a planet in the pre-Hyperdrive age involved constructing a Stargate and then hauling it with unmanned ships to Toria. This took 70,000 years.

The Stargate, once activated, cut the travel time down to merely five years. The Drengin invasion fleet swooped in and swiftly conquered the planet.

Over time, the Drengin became weary of dealing with the insurgency of the Torians. The Torians did not easily bow to Drengin oppression and the 10 year trip for reinforcements made rapid response impractical.

Eventually the Drengin left Toria and the Torians, now equipped with stolen Drengin technology, destroyed the Stargate. This was in the Earth year of 2050. A little over a century later, the Drengin would be armed with Hyperdrive which would have enabled reinforcement to arrive in a matter of months.

With the arrival of Hyperdrive, it meant that the Drengin had bigger fish to fry. With a galaxy full of uncolonzied worlds, the time to spend resources re-conquering the Torians could not be justified yet.

VI. Credits

Designer & Product Manager
Brad Wardell

Team Leader
Scott Tykoski

Development Lead
Cari Begle

User Interface Designer
Paul Boyer

Developers
Cari Begle
Jesse Brindle
Scott Tykoski
Brad Wardell
Charles Lentz
Ross Dexter
Joe Engalan
Paul Kerchen

Art & Animation
Paul Boyer
Akil Dawkins
Scott Tykoski
Drew Loveridge
Andy Wilson
Scott Brodie
Jake Callery
Kristoffer Lynch
Alex Gounaropolous
Paul Warzecha

AI Developer & Economic Engine
Brad Wardell

Public Relations
Tom Ohle—Evolve PR

Site Moderators
Mike Crassweller
Aaron Rister

Metaverse
Pat Ford
Paul Kerchen
Andrew Powell
Cari Begle
Laurence Parry

Music
Mason Fischer
Eric Heberling

Documentation
Brad Wardell
Tom Chick
Kristin Hatcher

Website Design
George Marsack

Installer
Kris Kwilas

Biz
Brian Clair
Angela Marshall
Larry Kuperman
Kim Kolaz

Stardock Central
Brian Harper

Take 2 Games
Tony Costa
Stacy Rachels

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8. Include "mods" in any commercial products intended for manufacture, distribution, or sale.

ACTIVATION FOR UPDATES
Updated versions of the SOFTWARE made available after the release will require Internet access to activate the update. Alternatively, users may send an email with a special code to be sent back the file needed to activate the Registered Version on a machine without direct Internet access.

Please see http://www.stardock.com/StardockActivationInfo.asp for more information.

Updates can be obtained from the website at http://www.galciv2.com or via the Stardock Central program bundled with the SOFTWARE.

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Developed by:
Stardock Entertainment, Inc.
15090 N Beck Road - Ste. 300
Plymouth, MI 48170 USA
http://www.stardock.com

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VIII. Technical Support

Email: support@stardock.com
Forums: http://forums.stardock.com/?forumid=162
Website: http://www.galciv2.com

Common Problems:

Stability, Performance & Graphics
MAKE SURE YOUR VIDEO DRIVERS ARE UPDATED.

If your video drivers are more than two years old, this game will probably not function correctly. This game uses the new text handling features of DirectX 9.0c which required video driver makers to update their drivers. 99% of problems we have found in testing come from players who have very old video drivers. If you're running on Windows Vista, this may be especially important as some of the early drivers are problematic.

Another thing to try is to use the video options screen to turn down the settings. In particular, turn off anti-aliasing if the game is not running fast enough.

Obtaining Updates
Use Stardock Central to get updates. You will need an Internet connection and your serial number to validate your purchase.

If you don't have access to the Internet on the machine you are playing on, follow the on-screen instructions in the activation area on how to do it manually.